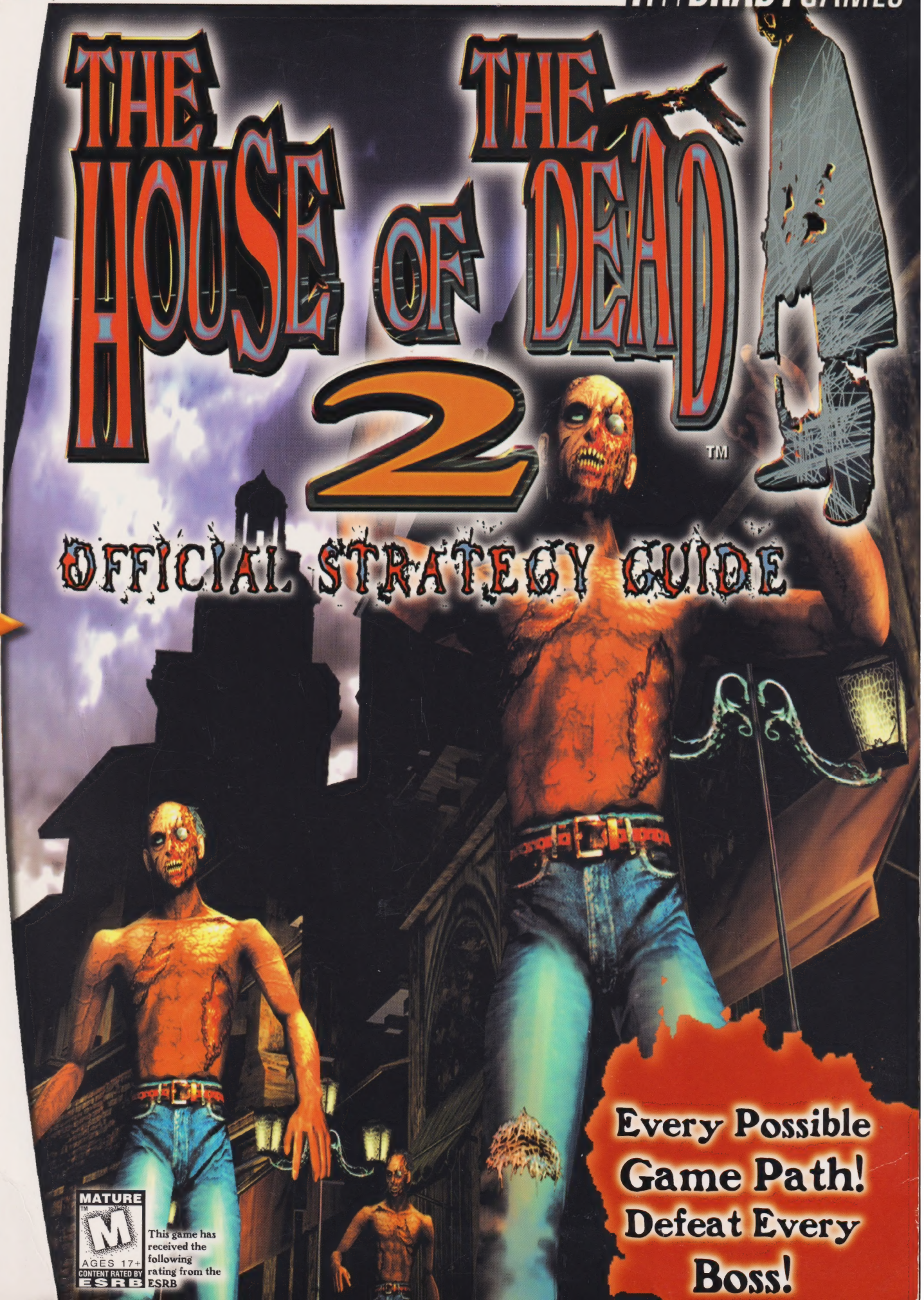
TAKE YOUR GAME FURTHER™ BRADYGAMES

# THE HOUSE OF THE DEAD 2™

## OFFICIAL STRATEGY GUIDE

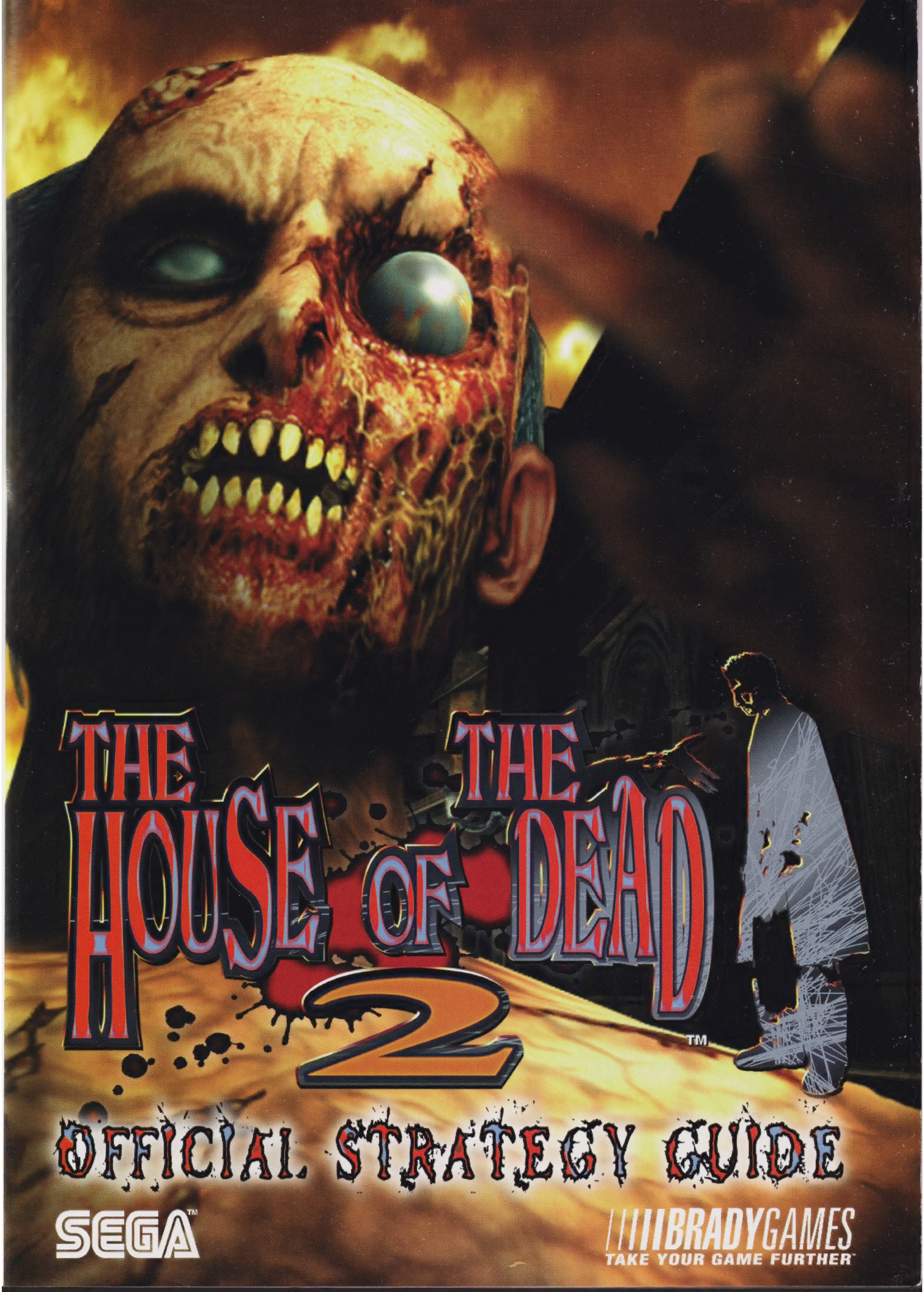
Sega Dreamcast.



MATURE M AGES 17+ CONTENT RATED BY ESRB

This game has received the following rating from the ESRB

**Every Possible Game Path! Defeat Every Boss!**


THE HOUSE OF THE DEAD 2
TM
OFFICIAL STRATEGY GUIDE
SEGA™
BRADYGAMES
TAKE YOUR GAME FURTHER™

# The House of the Dead™ 2

Official Strategy Guide

©1999 Macmillan USA, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

## Legal Stuff

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and The House of the Dead are either trademarks or registered trademarks of Sega enterprises, Ltd. ©SEGA ENTERPRISES, LTD., 1999.
All Rights Reserved. Sega of America, P.O. Box 7639, San Francisco, CA 94120-7639.

Brady Publishing
An Imprint of
Macmillan USA
201 West 103rd Street
Indianapolis, Indiana 46290

Please be advised that the ESRB rating icons, "EC", "K-A", "T", "M", and "AO" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

ISBN: 1-56686-946-3

Library of Congress Catalog No.: 99-75304

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 99-1 shows that the first printing of the book occurred in 1999.

03 02 01 00 99 5 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

# BradyGAMES Staff

**Publisher**

Lynn Zingraf

**Editor-In-Chief**

H. Leigh Davis

**Licensing Manager**

David Waybright

**Marketing Manager**

Janet Eshenour

**Acquisitions Editor**

Debra McBride

**Creative Director**

Scott Watanabe

**Marketing Assistant**

Tricia Reynolds

# Credits

**Development Editor**

David Cassady

**Project Editor**

Timothy Fitzpatrick

**Screenshot Editor**

Michael Owen

**Book Designer**

Scott Watanabe

**Production Designers**

Bob Klunder

Jane Washburne

Paul Belcastro

Kurt Owens

# The House of the Dead™ 2

## Official Strategy Guide

## Table of Contents


**Introduction** ..... 5

**Character Bios** ..... 7

**Bestiary** ..... 9

**Walkthrough** ..... 21

Chapter One: A Prelude... 21

Chapter Two: Muddy..... 35

Chapter Three: Darkness .. 75

Chapter Four: Despair .... 93

Chapter Five: Dawn ..... 111

Chapter Six: Original Sin .. 121

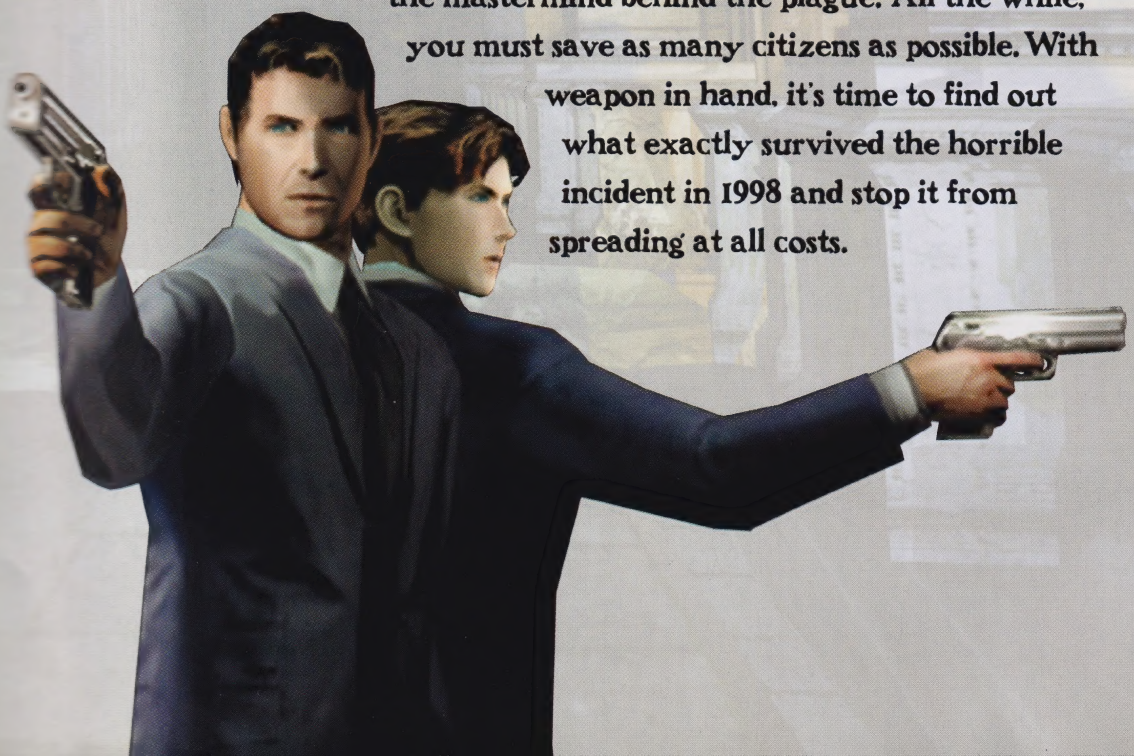
# Introduction

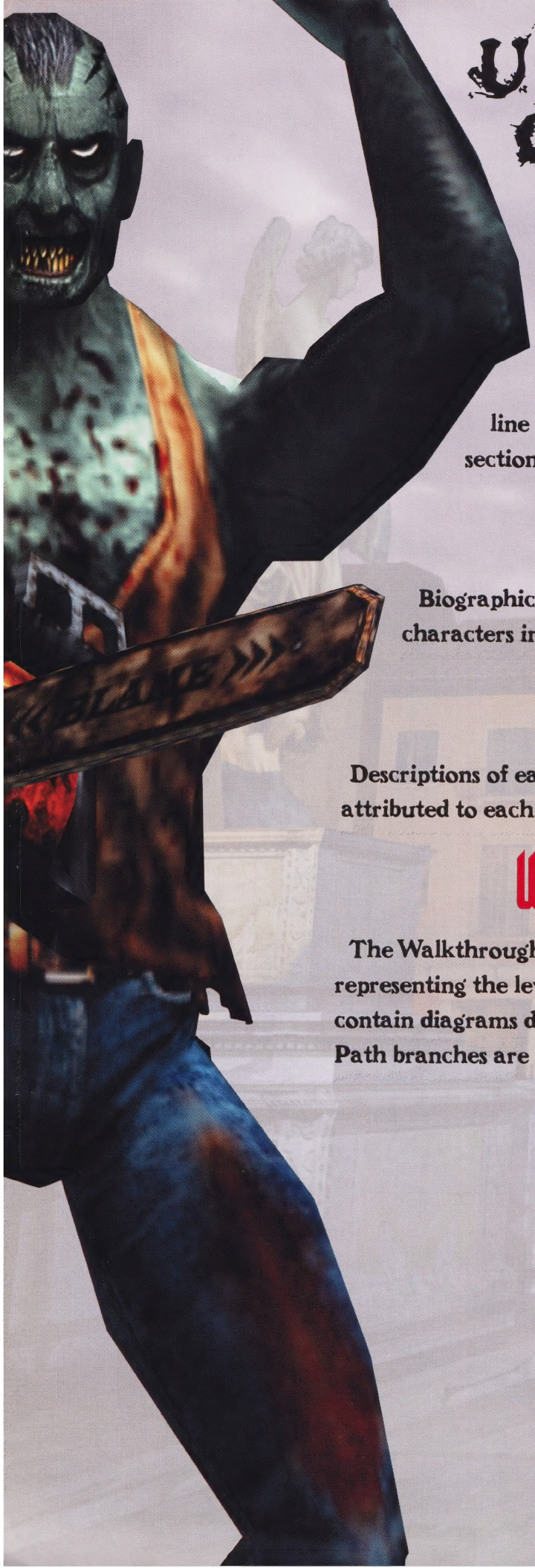
On December 12, 1998, a plague took over a quiet house and two government agents from the AMS were dispatched to uncover the cause. A wave of ghastly ghouls and super-human Zombies had been unleashed onto a town of innocent civilians. As Agent Rogan and his partner, the mysteriously named Agent G, investigated the disturbance, they discovered that a mad scientist named Dr. Curien was enacting a highly sinister plot to take over the world using the creatures that he created in his laboratory.

## Present Day

Someone has taken up where Dr. Curien left off. Dangerous creatures are afoot, threatening the lives of the unwitting townspeople in a small city bordering a large corporate business park. And once again, it's up to the AMS agency to root out the evils that have arisen.

As either Agent Gary or Agent James, you must fight your way through the onslaught of Zombies and other horrors in a race to stop the mastermind behind the plague. All the while, you must save as many citizens as possible. With weapon in hand, it's time to find out what exactly survived the horrible incident in 1998 and stop it from spreading at all costs.





# Using This Guide

Following is a description of each section in this guide:

## Introduction

You're reading it now! Covers the story line of **House of the Dead 2** and describes the sections of the strategy guide.

## Character Bios

Biographical information and story lines on the main characters in the game.

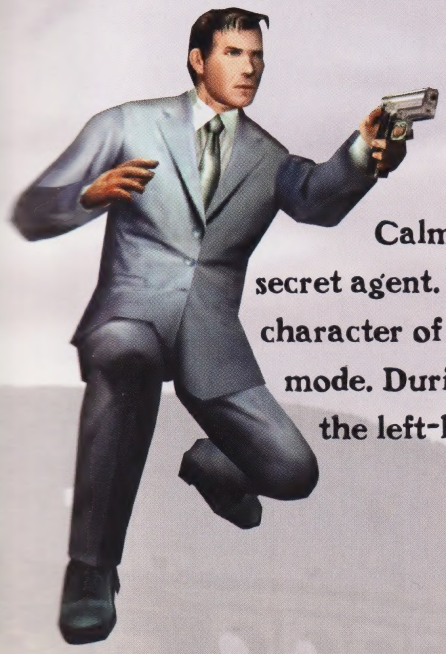
## Bestiary

Descriptions of each monster with relevant kill strategy attributed to each.

## Walkthrough

The Walkthrough is broken up into six "Chapters" representing the levels in the game. Each Chapter will contain diagrams depicting where key events, items, and Path branches are located.

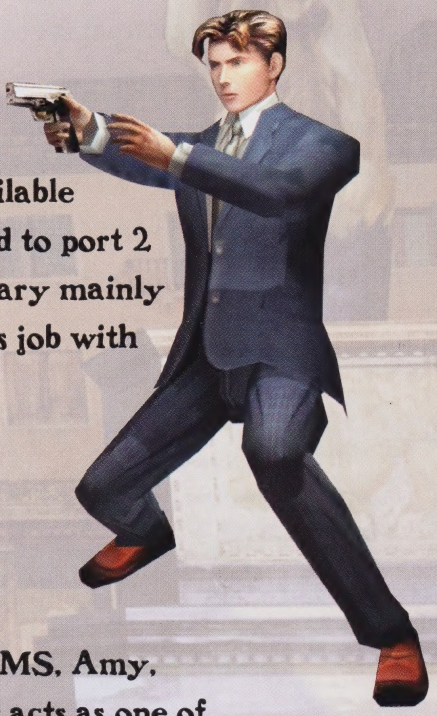
# Character Bios



## James

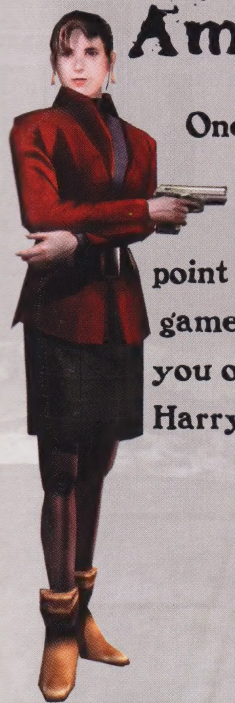
Calm but concerned, James is the epitome of a secret agent. With his skill in handling his weapon, he's the character of choice for gamers entering the single-player mode. During two-player games, James will take care of the left-hand side of the screen.

## Gary

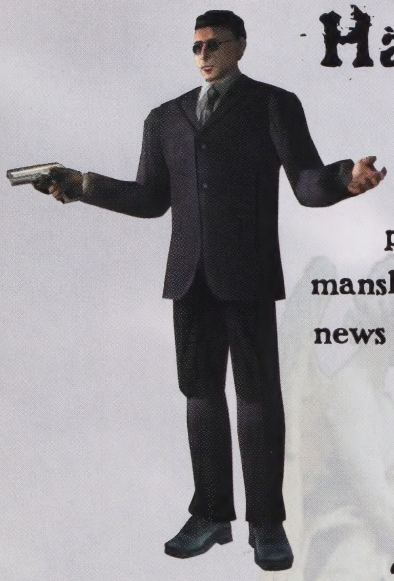


A fast talker with a knack for accuracy, Gary is available only to players using a controller or lightgun connected to port 2 on the Dreamcast console. During two-player mode, Gary mainly covers the right-hand side of the screen and handles his job with utmost professionalism.

## Amy



One of the back-up agents sent by the AMS, Amy, though quick with a weapon, usually acts as one of your connections to what is going on in the town. As a point of contact throughout the first few chapters of the game, she's able to contact you via cel phone in order to brief you on incidents concerning her separate mission alongside Harry.



## Harry

Partnered with Amy during the mission through **House of the Dead 2**, Harry is very protective of his partner. With his cool demeanor and skillful marksmanship, Harry will also be able to give you important news during different cut-scenes throughout the game.

## Agent "G"

One of the main characters from the original House of the Dead, Agent "G" is one of the first agents to be sent to the scene in **House of the Dead 2**. But his abrupt disappearance during the job has provoked the AMS to send you out to find him. Is he still alive? And if so, will he be able to tell you what he knows about the chaos that has taken over the small town?

## Goldman

A wealthy and prominent businessman, Goldman proudly claims that he is the menace behind the plague of Zombies in town. From his office high atop the lone skyscraper at the edge of the city, he taunts and teases the AMS to send its very best agents to seek him out. His confidence belies his madness.

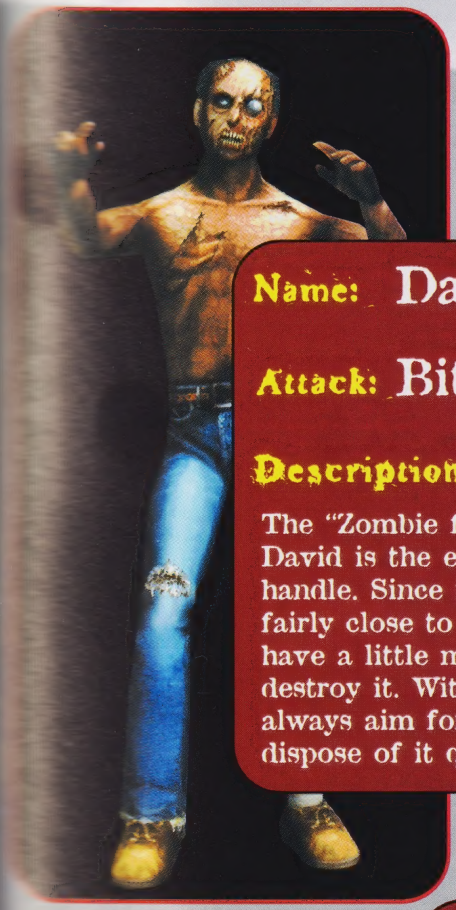
## The Magician

Originally thought to be destroyed, the Magician has survived the attack in the original **House of the Dead** game and is now bent on destroying the AMS. Dr. Curien's initial masterpiece of science, the Magician is a powerful monster that has somehow come under the spell of Goldman and will heed his orders to stop you at any price.

# Bestiary

Each of the different monsters within House of the Dead 2 possesses unique attack moves and defenses. While there are different ways to defeat each enemy within the game, the one solid strategy to use is to always aim for a clean head shot when fighting against the assorted Zombies and undead creatures.

But the ultimate way to learn how to deal with each enemy in House of the Dead 2 is to simply keep practicing and playing. The more you play, the better you'll get and the more you'll learn about each enemy.



**Name:** David

**Attack:** Bite

**Description:**

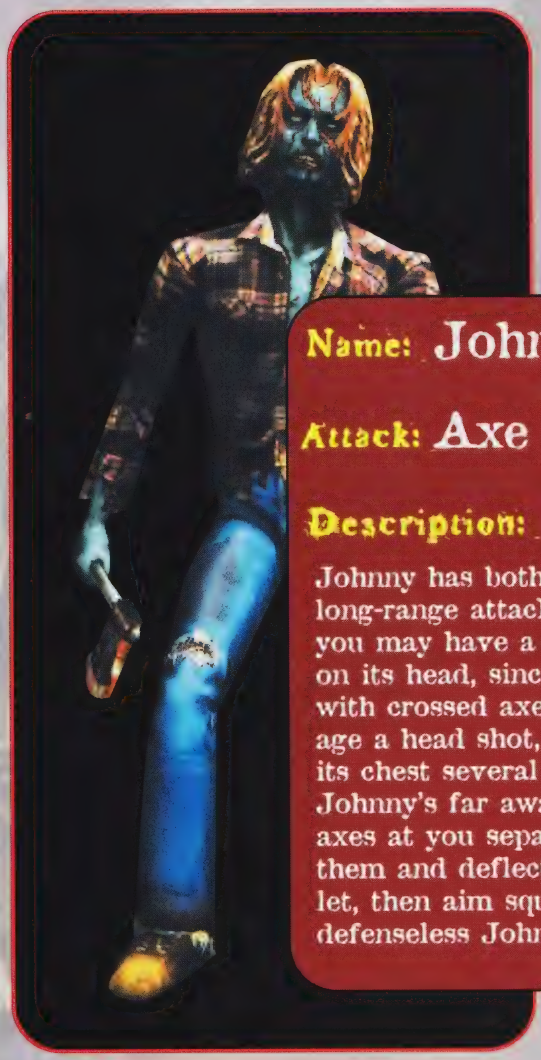
The "Zombie for beginners," David is the easiest Zombie to handle. Since it has to get in fairly close to bite you, you'll have a little more time to destroy it. With no real defenses, always aim for David's noggin to dispose of it quickly.

**Name:** Steve

**Attack:** Arm Hit

**Description:**

Similar to David, but a little quicker, Steve has no real defenses, either. It's a good idea to go for a clean, quick shot to its upper body in order to keep it from getting too close.

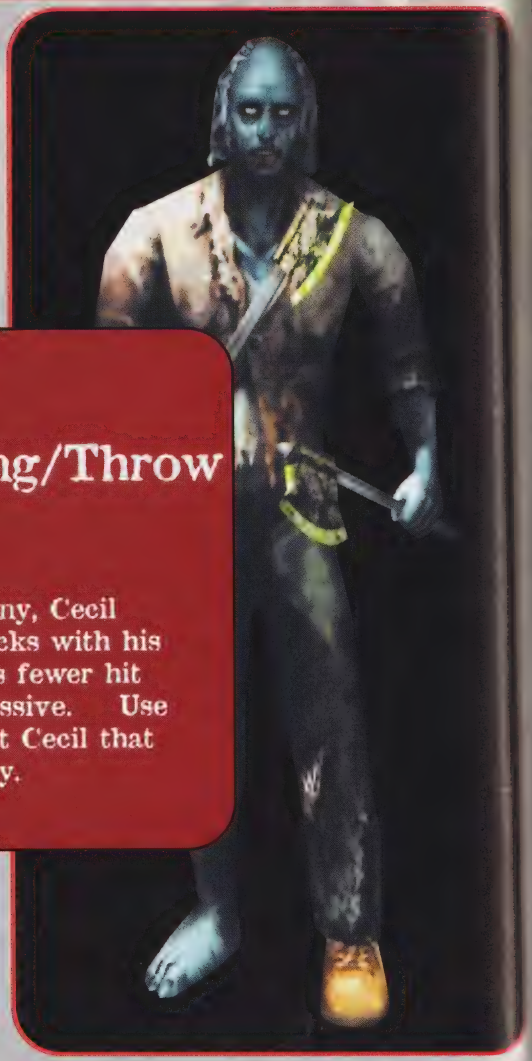


**Name:** Johnny

**Attack:** Axe Swing/Throw

**Description:**

Johnny has both short-range and long-range attacks. When it is close, you may have a hard time zeroing in on its head, since it will guard itself with crossed axes. If you can't manage a head shot, then try aiming for its chest several times. When Johnny's far away, it will toss both axes at you separately. Watch for them and deflect each one with a bullet, then aim squarely for the now-defenseless Johnny!



**Name:** Cecil

**Attack:** Axe Swing/Throw

**Description:**

Almost identical to Johnny, Cecil shares the same axe attacks with his Zombie brother. Cecil has fewer hit points, but is more aggressive. Use the same methods against Cecil that you would against Johnny.

**Name:** Bob

**Attack:** Drop Kick

**Description:**

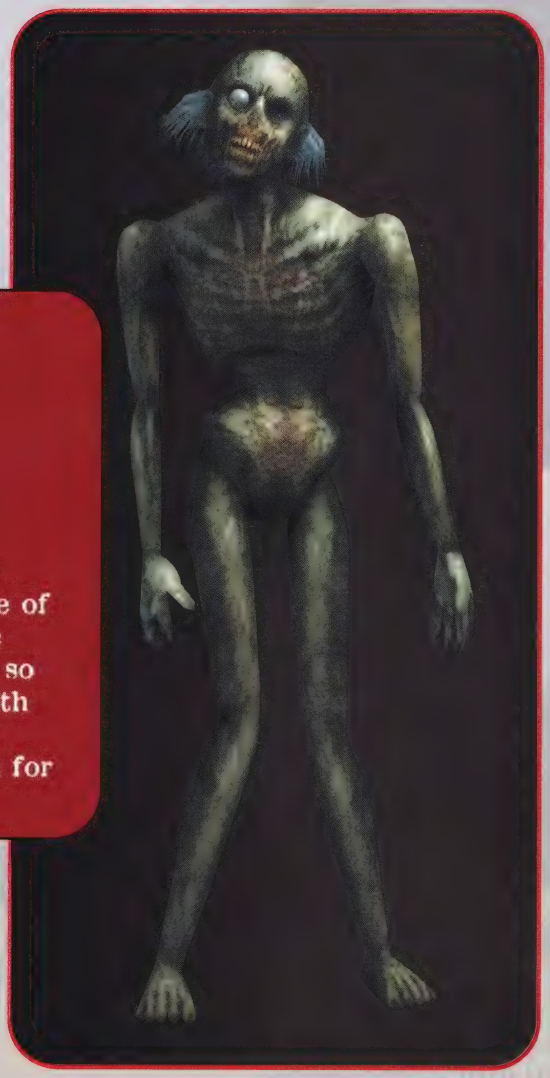
Big in the belly and strong muscled, Bob is a nightmare to deal with. Not only is he difficult to destroy because of his mass, but he also has a quick way of getting the drop on you with his lethal kick. Aim for his head at all times, and it's wise to first take out anything he might be throwing your way (steel drums are his main weapon).

**Name:** Max

**Attack:** Chainsaw Swipe

**Description:**

With his double-fisted chainsaw-wielding attacks, Max can be a real nuisance. Not only will he occasionally guard his head with his weapons, but he's very quick on the draw, as well. When Max is running, aim for his head at all times.



**Name:** Kageo

**Attack:** Swipe

**Description:**

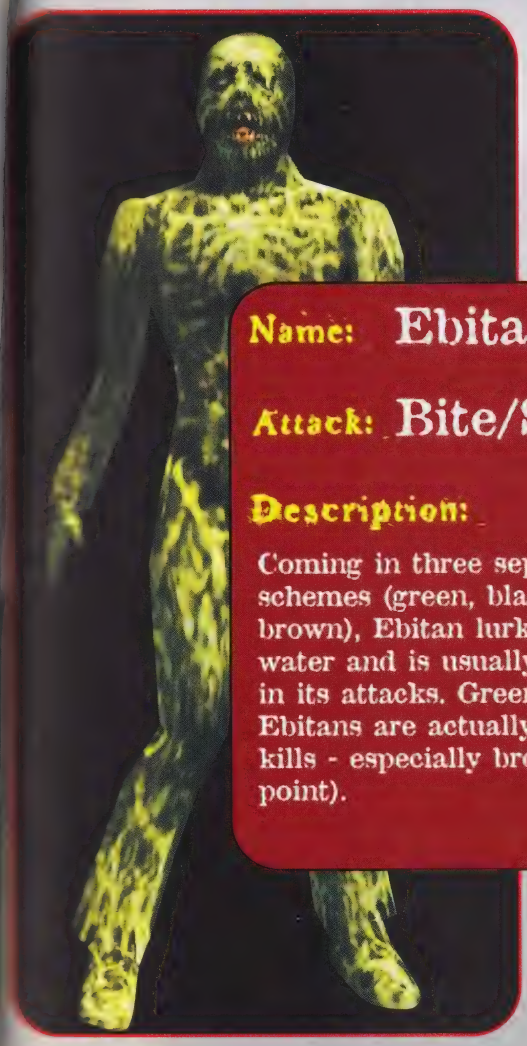
Kageo is one of the weaker Zombies you'll find in House of the Dead 2. His weak frame hides his quickness, though, so always handle these guys with care. With no real shield or defenses, Kageo is a shoo-in for a head shot.

**Name:** Kageo J

**Attack:** Jumping Swipe

**Description:**

Modeled after Kageo, Kageo J is exactly the same as its kin, but it's missing half its body. Only a torso remains, but Kageo J is equally lethal when found in groups. Quick crawlers, they're easy to take out with just a few shots.

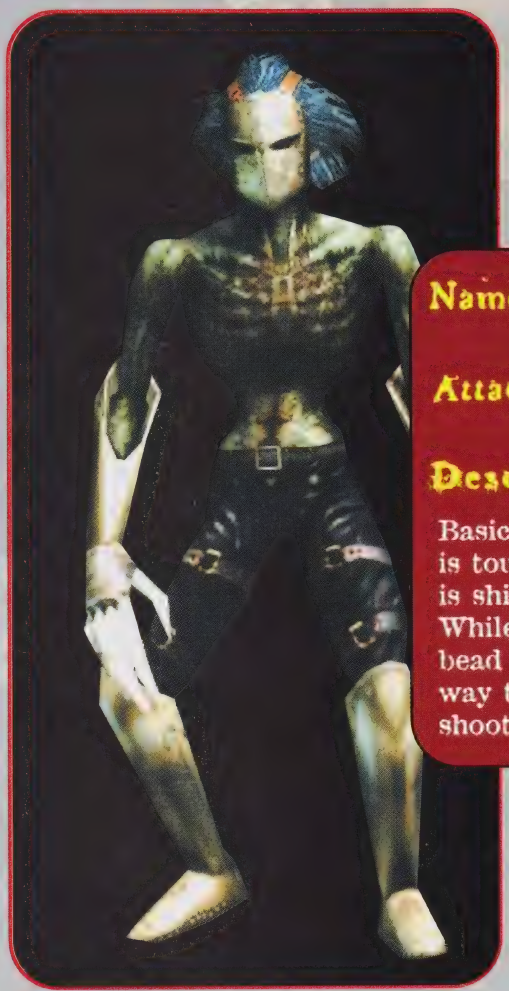


**Name:** Ebitan

**Attack:** Bite/Swipe

**Description:**

Coming in three separate color schemes (green, black, and brown), Ebitan lurks only in the water and is usually pretty slow in its attacks. Green and brown Ebitans are actually pretty easy kills - especially brown, (1 hit point).



**Name:** Ken

**Attack:** Claw Swipe

**Description:**

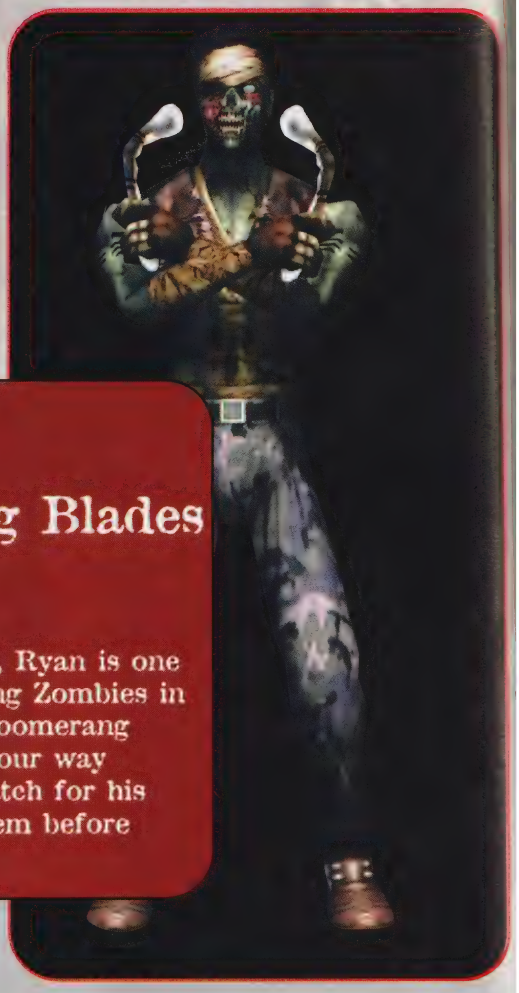
Basically a Kageo in armor, Ken is tough simply because his head is shielded by a mask of iron. While its not impossible to get a bead on Ken's head, the quickest way to do him in is to simply shoot at his chest a few times.

**Name:** Randy

**Attack:** Claw Swipe

**Description:**

Extremely quick and agile, Randy Zombies are found only in pairs. They can climb walls and ceilings, but usually prefer to grab onto your face if you're not careful! If you can't get a bead on their heads because of their masks, always aim for their chests when you can. This is one of the only spots on Randy that is truly exposed.



**Name:** Ryan

**Attack:** Boomerang Blades

**Description:**

An extremely fast creature, Ryan is one of the main weapon-wielding Zombies in the game. With his sharp boomerang blades, he can toss a few your way while attacking. Always watch for his boomerangs and deflect them before you attack Ryan himself.

**Name:** Mickey

**Attack:** Knife Throw/Slash

**Description:**

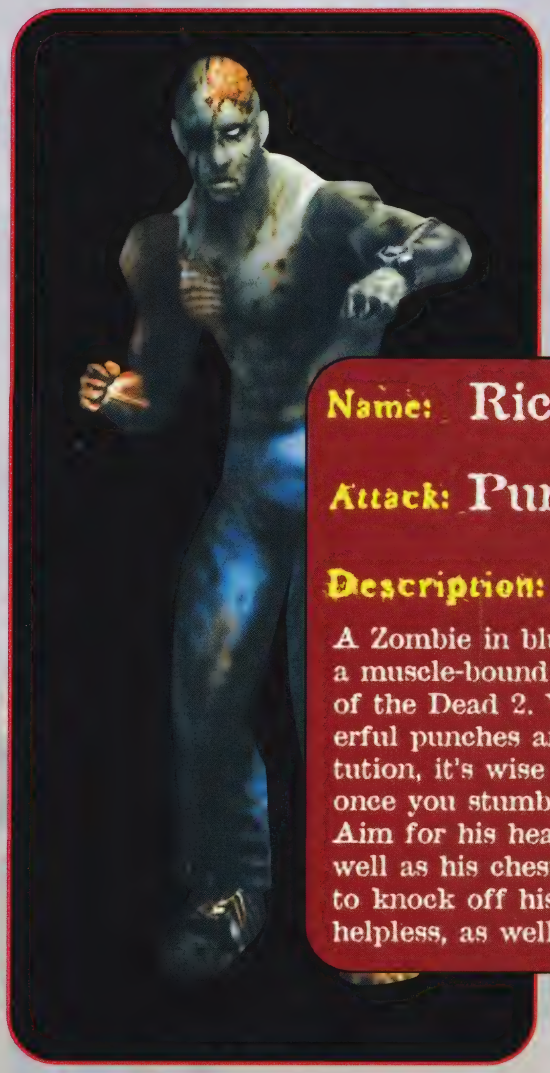
Mickey is one tough Zombie, possessing an endless supply of knives with which to skewer you. Usually approaching from above, Mickey is able to hop around to avoid your fire, while tossing blades and blocking shots with his crossed knives in front of him. It's a good idea to always aim for his head, but if you can't seem to hit him that way, aim for his torso and never let him get close enough to perform his dreaded Double Slash across your face.

**Name:** Keith

**Attack:** Tail Swipe

**Description:**

Dangerous and stealthy, Keith is a tough, lizard-like creature with a painful tail swipe. He usually attacks from low on the ground or above. Never let Keith get close enough to swipe you—shoot at any part of his body to keep him away.



**Name:** Ricky

**Attack:** Punch

**Description:**

A Zombie in blue jeans, Ricky is a muscle-bound terror in House of the Dead 2. With some powerful punches and a high constitution, it's wise to keep firing once you stumble across him. Aim for his head at all times, as well as his chest. If you manage to knock off his arms, he'll be helpless, as well.

**Name:** Patrick

**Attack:** Uppercut

**Description:**

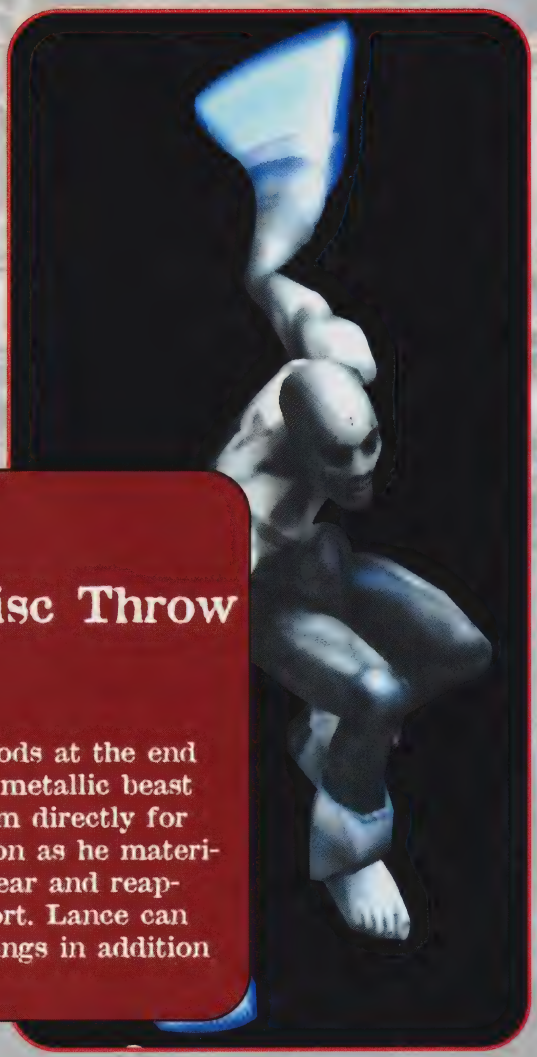
Patrick is more of a Zombie soldier than anything else, and his uppercut is proof that he's had plenty of training. Don't let this Zombie get too close, since he requires quite a few rounds to take down and his punch is incredibly powerful. Keep firing at his head or torso to destroy him.

**Name:** Peter

**Attack:** Parasite

**Description:**

Peter is one of the weakest Zombies you'll find in the later stages of the game. Not only does he not really have an attack of his own, but he's been taken over by parasitic worms! Always go for head shots when you run across Peter. If you miss his head and hit him around the chest or legs, a giant parasite will leap from his chest and go for your body as its new host. Shoot the parasite as soon as you see it.



**Name:** Lance

**Attack:** Swipe/Disc Throw

**Description:**

Equipped with electric rods at the end of each arm, Lance is a metallic beast with high endurance. Aim directly for its head and torso as soon as he materializes, or he may disappear and reappear too close for comfort. Lance can also scale walls and ceilings in addition to his transport trick.

**Name:** Franklin

**Attack:** Swipe

**Description:**

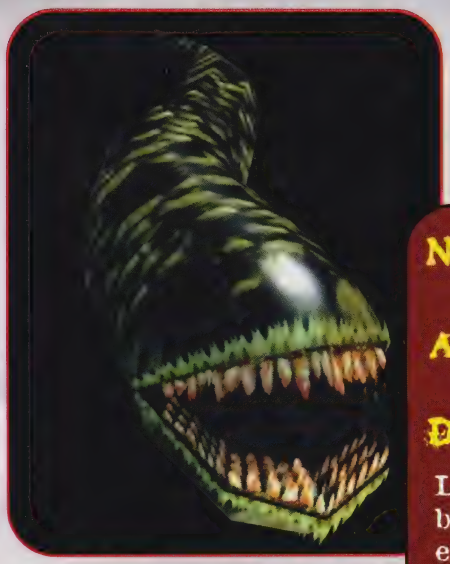
Completely covered in metallic iron, Franklin is a menacing figure that has the ability to walk straight through solid walls! Its real weak point though is the tiny window atop its head that exposes its donated brain. Aim straight for that window and try not to miss.

**Name:** Eric

**Attack:** Double Sword Swipe

**Description:**

Armed with electric swords in each hand, Eric is the toughest enemy you'll encounter in House of the Dead 2. Strong and quick, Eric has a long reach with his swords; he can inflict plenty of damage from a distance that seems almost out of reach. Don't let his metallic body fool you; aim for Eric's head and you'll be able to do him in quicker than you thought possible.



**Name:** Murrer

**Attack:** Bite

**Description:**

Leaping worms with vicious bites, Murrer come in all different colors, but they have the same attacks. One shot straight on will destroy a Murrer quickly.

**Name:** Bouere

**Attack:** Bite

**Description:**

Poisonous and possessed, these frogs appear only once in the game and are easily taken out with one hit apiece.

**Name:** Moowl

**Attack:** Bite

**Description:**

Quick and crafty, Moowl should not be taken lightly. With their frenzied flying patterns, try to destroy them before they get in too close. One shot also takes out Moowl.

**Name:** Buyo

**Attack:** Bite

**Description:**

Slimy creatures found in only a few places in the game, Buyo will usually drip down from the ceiling, then crawl toward you to attack. They come in large groups, but only take a single hit to destroy.

**Name:** Mofish

**Attack:** Bite

**Description:**

Possessed piranha, the Mofish always attack in triplets whenever you encounter them (except for the Boss fights), and they take only one hit apiece to exterminate. They're quick, though, so be careful.

**Name:** Devilon

**Attack:** Bite

**Description:**

Bats with a taste for flesh, Devilon always swarm around you in big groups. Take care to get a rhythm down for reloading and you'll be able to destroy a batch of Devilon without getting bit. Just one hit to drop.

# WALKTHROUGH

## Chapter One: A Prelude

## How to Read this Walkthrough

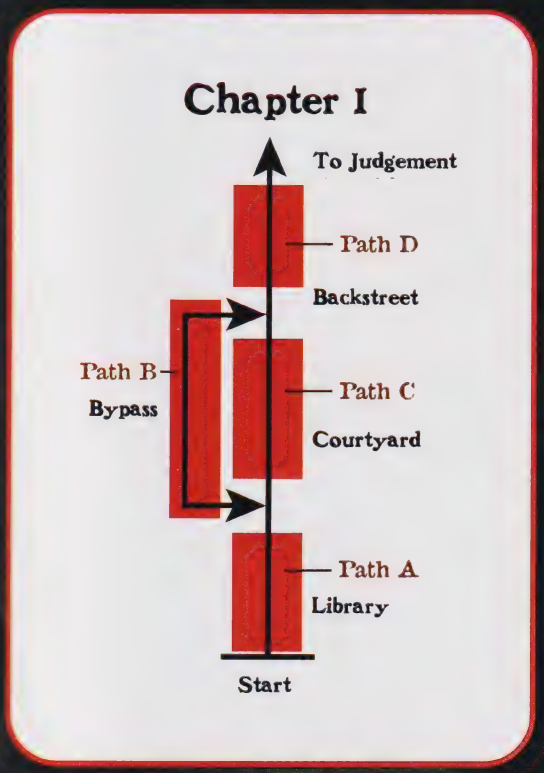
One of the unique features in House of the Dead 2 is your ability to take alternate routes to the end of each Chapter. Each route contains individual hostages that you can save, as well as different items that you can collect.

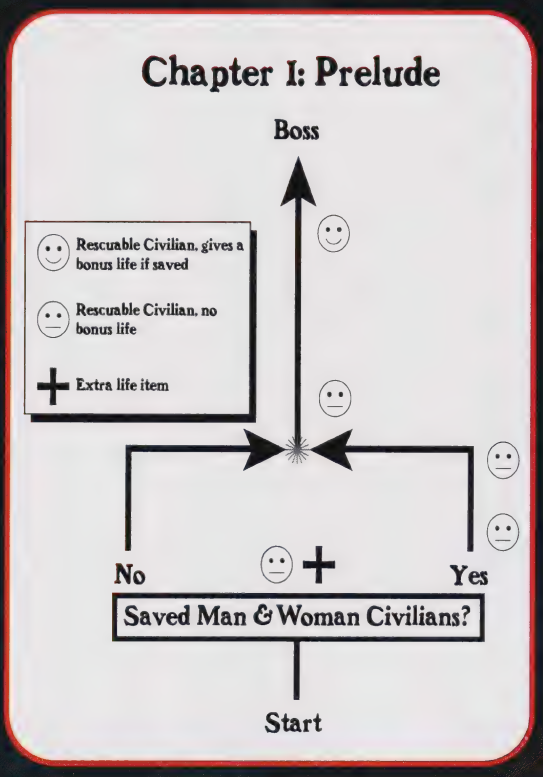
## Following Your Path

The walkthrough will guide you through every available Path, noting each item and hostage that needs to be saved. In order to show every Path, the walkthrough is divided into sections that correspond to "trigger points" in the game. These "trigger points" determine your next Path forward based on whether you accomplish or fail to accomplish certain tasks. Make sure to pay attention when the walkthrough splits off into separate Paths. Based on what you do in your game, you can determine which Path you're following in the walkthrough text.

## Arcade and Original Modes

This walkthrough will take you through the game whether you're playing in Arcade or Original Mode. To note which items appear in which mode, pay attention to the special notes for each item.



# Path A

1. You arrive in the small town with orders to hook up with Agent G. A demon greets you and dares you to continue.

2. Shoot the two Zombies approaching on the street.

3. You'll now enter through the double doors of the Library.

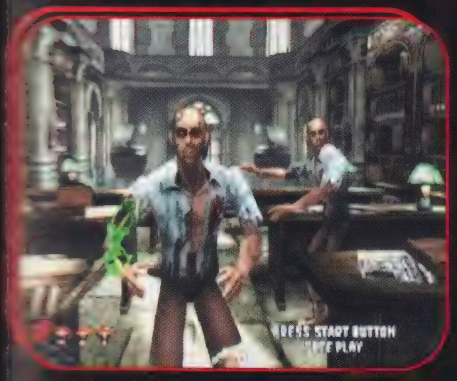
4. Quickly dispatch the two Zombies lurking in the entrance of the library.

## Original Mode

You can get x1.2 or x1.5, or +2 Credits or +5 Credits by shooting the chandelier.

5. As soon as you spot the victim on the ground, a Zombie appears from behind the chair. Shoot him.

6. You'll swing to spot another Zombie lying on the ground behind a stack of books.




7. As he gets up, take him out, along with the Zombie that closes in from the right.

8. It's Agent G! He's badly injured, but gives you a cell phone to contact Amy and Harry.

9. Two Zombies crash in through the back entrance! Take them out.

10. Agent G tells you to head on without him and meet up with Harry and Amy. To the Courtyard!

11. As soon as you enter, a Zombie victimizes a civilian. Shoot him as soon as you can. You can't save the civilian, though.

12. Once the Zombie is gone, you'll turn to face the back gate of the Courtyard. A hostage runs by screaming for help!

## Arcade Mode

Shoot the vases in the background to grab a **Gold Coin**.

13. Save the victim by shooting the Zombie chasing her. If you succeed, continue onto **Path B**. If you fail to kill the Zombie, you'll have to skip to **Path C**.

# Path B

1. If you saved the victim, you'll swing by well to the left.

2. Shoot the three Zombies threatening the male hostage trapped in front of the well.

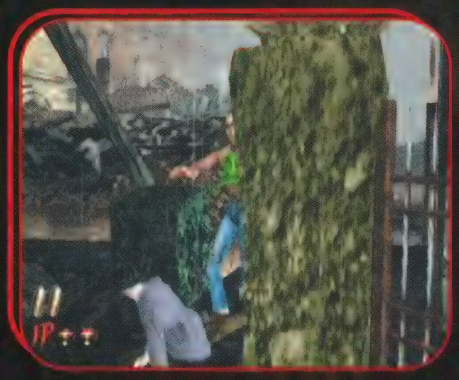
## Arcade Mode

One of the crates behind the well contains a **Life Up!**

## Original Mode

Shoot the well bucket behind the hostage, and after you save him, you can grab either +2 Life Torch, +2 Credits, Big Head Meat, or Big Head Zombie Meat.

3. If you do save the victim, continue on this Path (Path B). If you don't, you'll be forced to backtrack to Path C.



4. The rescued hostage will urge you through the back Courtyard archway. Head through and you'll hear a cry for help!

5. Save the hostage crawling on the ground by shooting the Zombie lurking behind him.

6. Next, take out the two Zombies approaching from the opening along the back wall.

## Arcade Mode

A Diamond awaits you in the vases behind the Zombies.

7. As you move through the broken back wall, shoot the emerging Murrers as they squirm from the grate near the ground.

Time to head to Path D.

# Path C

## (continued from Path A, Step 13)

1. If you do not save the female hostage at the back of the Courtyard (see end of Path A), three Zombies breaking through the gate will attack you. Shoot them.

In the back Courtyard, you'll find a fountain full of Zombie frogs called Boueres. Take all four of them out.

3. As you swing around, a pair of Zombies closes in. Destroy them.

4. As you inch through the broken Courtyard wall, you'll spot some blood-stains on the ground leading to a vent. Destroy the hungry Murrers that emerge.

5. Say hello to Max! Take him out before he swipes you with his chainsaws.

## Arcade Mode

A Diamond rests in one of the barrels near the door through which Max emerges.

## Original Mode

Shoot the barrels to receive either +2 Bullet Clip or +4 Bullet Clip, or x1.2 or x1.5.

6. You'll now be on Path D.

# Path D

## (continued from Path C and Path B)

1. Shoot the Zombie throwing axes at you from the window above.

2. You'll quickly turn to face an Ebitan Zombie emerging over the side of the bridge to your right. Take it out.

3. Shoot the second Ebitan, as well.

4. As you swing back around to face the narrow street, shoot the barrels along the right-hand wall.

## Arcade Mode

You'll receive a Gold Coin.

## Original Mode

You can get either +2 Bullet Clip, +4 Bullet Clip, the Green Lasergun, or nothing at all.

5. A young hostage runs out from a door on the left. Carefully shoot the pair of Johnny Zombies pursuing him.

6. After they're toast, two Randy Zombies emerge from a manhole in the ground. Take them both out.

7. As soon as you do, two more Zombies move to greet you.

8. When they're gone, another trio of Zombies attacks from above! Destroy them.

## Arcade Mode

A Gold Frog waits in a barrel along the left-hand wall.

## Original Mode

If you have x2.0 or x1.5 Bullets, shoot the double doors behind the second wave of Zombies. After they're dead, you may receive the Shotgun or Grenade Launcher or Death Bullets from a hostage inside.

9. A hostage precariously hanging from a wall in front of you cries for help.

10. Shoot the barrel in the Zombie's hands first, then shoot the Zombie. The victim will drop into the trash bin below.

11. As she moves to thank you, another enemy crashes through the door to the right. Take him out.

12. You'll receive Life Bonus if you save the victim.

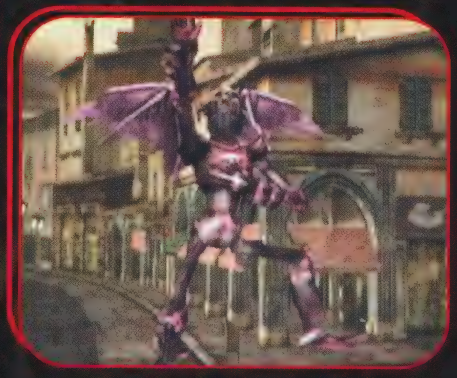
13. Now it's time to face off against your first boss, Judgment.

# Chapter One Boss: Judgment

Fighting against Judgment is a two-part battle. Its weak point is the small demon that flies around the large, armored body that wields the axe. Take care to aim carefully and track the small demon's movements. Shoot directly at the demon, ignoring the suit of armor.

If you don't manage to hit the demon in time, Judgment's suit of armor will hack into you with its large axe! Avoid this at all costs by hitting the demon with all you've got. A smart way to fight Judgment, if you can't seem to target the demon as it flies around, is to wait for when the suit of armor is about to strike. The demon will alway fly straight up behind the behemoth, giving you a chance to strike!

After you've whittled Judgment's HP meter down to about one-third, its suit of armor will drop, giving you access to a one-on-one battle with the small demon. Its flying patterns vary from the right, left, or straight down the middle into the screen, so it's a good idea to pay close attention.

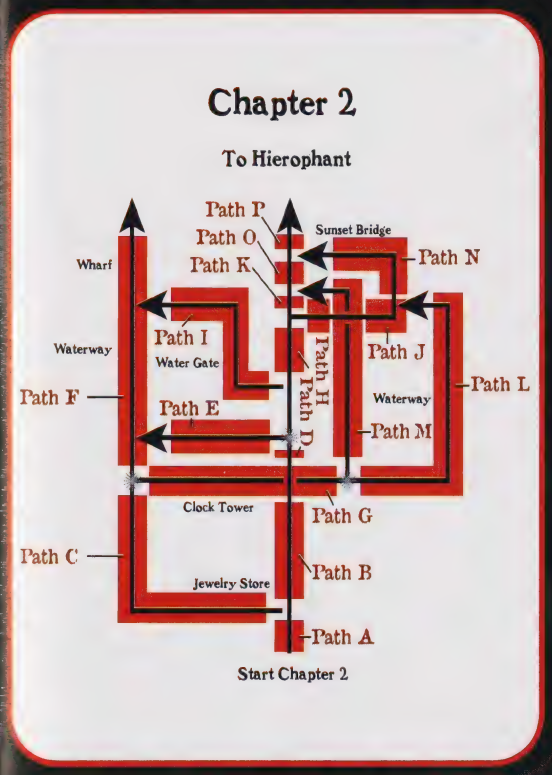


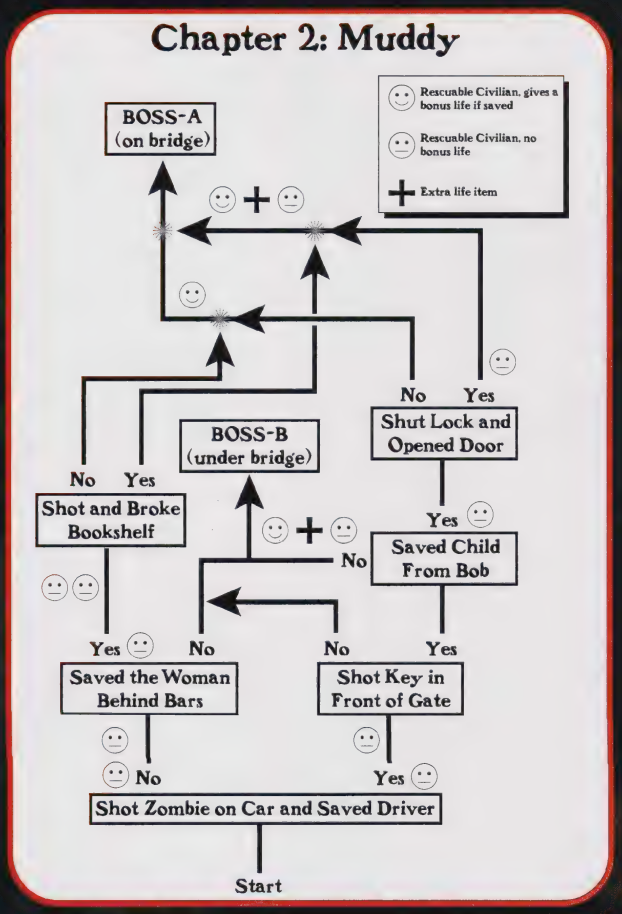
Always aim straight at it and anticipate where it will fly next. After scoring about three direct hits on the demon, it'll crash to a heap on the ground. It's time to tackle Chapter Two!

# WALKTHROUGH

## CHAPTER TWO: MUDDY






**Now is when things start getting tough. Chapter Two has plenty of alternate routes packed into it; depending on which one you take, you'll have to fight an alternate version of the Chapter Boss, Hierophant. Pay close attention to how the walkthrough splits up in order to get a good idea of what lies ahead in terms of hostages and items.**

# Path A

1. As soon as the Chapter begins, you'll have to start shooting immediately.

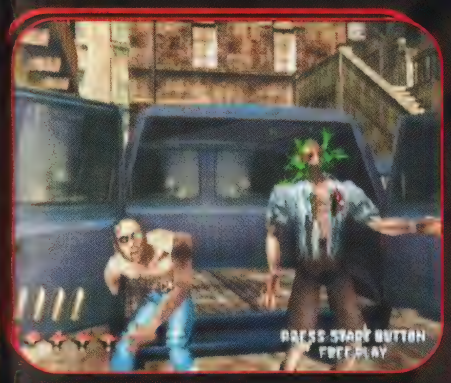
2. Aim at the Zombie on the hood of the approaching car; if you manage to wipe it clean off the windshield, head along Path B. If not, then the hostage is a goner and you'll be forced onto Path C.

# Path B

1. The saved hostage is grateful and thanks you from his car.

## Original Mode

Shoot the back doors of the blue truck to the right of the hostage's car. After the hostage thanks you, you'll have a chance to grab the Machine Gun, Civilian Costume, +2 Life Torches, or x1.2 Bullets.




2. With the hostage out of the way, two Zombies emerge from the back of a truck to your left. Take them out quickly.

## Arcade Mode

Shoot the iron drum against the back wall to grab a Gold Coin.

3. As you make your way up the stairs, three Zombies hop the hood of a car and attack! Take them out as quickly as possible.

## Original Mode

Shoot the cat running along the rooftops behind the Zombies for a reward later on in the game.

4. As you enter the narrow street above, get a head start on the leaping Mickey Zombie on the rooftops.

## Original Mode

If you have x1.5 or x2.0 bullets, shoot the wooden door at the far end of the street to open it. Read on for your reward.

5. Two Randy monsters emerge from a window to leap at you! Dispose of them with a few clean shots at their chests.

## Original Mode

If you shot open the far doors, you'll be taken inside to receive either x1.5 Bullets, x2.0 Bullets, Death Bullets, or Infinite Rounds from a hostage.

6. In the street, two undead Owls swoop down for a bite. Take them out.

## Arcade Mode

Shoot the barrels on the street to pick up a Gold Coin.

7. You hear a cry for help from behind closed doors. Take out the Zombies trying to get in.

8. After a quick, "thank you," a lifeless body falls from high above!

## Arcade Mode

Shoot the green crates in the background to pick up a Diamond.

9. Target and kill the axe-wielding Zombie above and continue onward.

10. A Zombie Owl floats through the arched passage from the other side of the town's housing.

## Original Mode

Shoot the cat wandering the walkway below the Owl for a treat later on.

11. As you approach a gate in the distance, two Mickey Zombies drop in for a visit. Destroy them quickly.

## Arcade Mode

Shoot the barrels near the body on the ground to grab a Gold Frog.

12. As you face the body lying on the ground, there's a key that can be collected next to it. If you don't get it in time, then you must head along Path D. If you do, it's time to unlock the gate and follow Path E.

# Path C

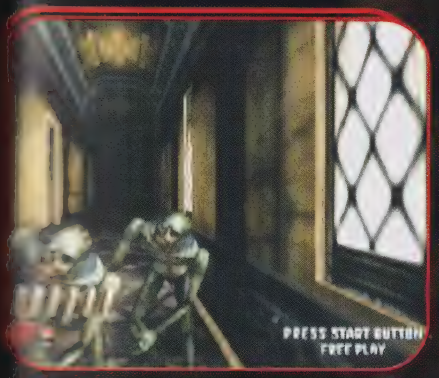
## (continued from Path A, Step 2)

1. If you don't save the hostage at the beginning of the stage, the car will crash into a shop behind you. Opening up a new Path.

2. Another hostage is inside! Shoot the two Zombies attacking her.

## Arcade Mode

A Diamond is inside the green crate near the hostage.




3. You'll be able to pass through the Jewelry Store back entrance.

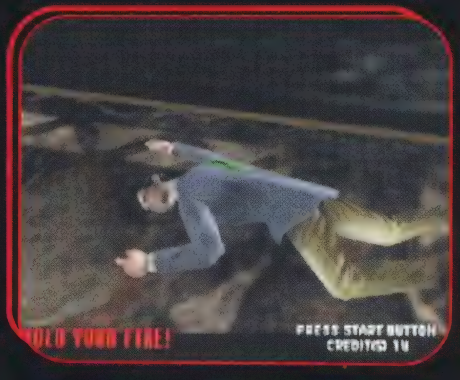
4. In the hall behind the shop, take out the approaching Zombies.

5. Two Randy Zombies will crash through the windows; destroy them quickly.

6. As you turn into the new area, shoot the barrels along the wall.

## Arcade Mode

You'll find a Gold Coin inside the barrels.



7. After passing the expired hostage on the ground, destroy the chainsaw-wielding Zombie that emerges from the small hall.

8. You'll turn around and face two new enemies. Take them out.

9. You'll hear a cry for help from a room down the hall. Take care to shoot the Ebitan Zombie threatening a victim.

10. After saving the hostage and watching the coverage on television, you'll reenter the hallway and head out into the Courtyard.

11. You'll face some steps leading to a wooden door.

## Original Mode

If you have x2.0 or x1.5 Bullets, shoot the door and you'll be able to pick up either a Mega-Health Pack, a Shotgun, +5 Credits, or +10 Credits.

12. You'll turn to face an axe-carrying Zombie. Destroy it and continue onward.

13. Watch for the Randy Zombie jumping down from the rooftops, and take it out as quickly as possible.

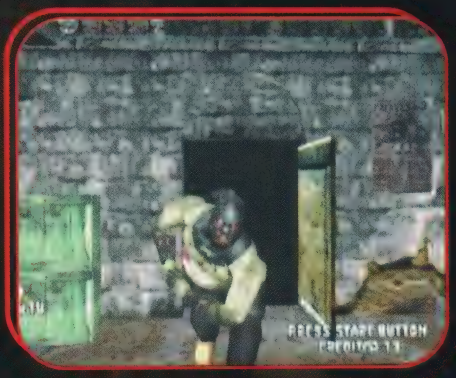
14. As you continue through the small Courtyard, take out the two emerging Zombies.

15. You'll then face a group of Murrers slithering from behind a set of broken walls.

## Arcade Mode

Shoot the green crates in the distance to grab a Gold Frog.

16. From behind the door, you hear a cry for help. A body is tossed out and a Bob Zombie emerges. Take it down.



17. Next, destroy the swooping Owl Zombies that fly in from above.

18. Another Randy Zombie waits on the other side of the arched passage. Destroy it.

19. As you reach the other side of the passage, take care to save the two hostages from the encroaching Zombies.

## Original Mode

Save the hostages and grab either the Machine Gun, +2 Life Torches, or x1.5 Bullets.

20. As you cross through onto the Outer Walkway, a voice calls to you from behind a gate. A hostage is trapped inside!

21. If you save the hostage by shooting the Zombies behind her, you'll continue onto Path G. If you are unsuccessful, you'll be forced to head along Path F.

# Path E

## (continued from Path B, Step 12)

1. Once you shoot the key lying on the ground, your character can unlock the gate and enter a small Courtyard.

2. Shoot the barrel before the Bob Zombie launches it at you, and then destroy the Zombie itself.

3. A small child runs out from the house to the right. Take care to save it from the pursuing enemy! If you do save the child, then continue onto Path H. If you allow the child to die, then you'll be placed on Path I.

# Path D

## (continued from Path B, Step 12)

1. If you forego picking up the key lying near the body, you'll instead head to the left and enter the Clock Tower.

2. As you approach the Tower, two Randy Zombies descend from the clock face. Take them out before they leap onto you.

3. Inside, a horde of Kageo Zombies awaits you. Take them out quickly.

4. After a quick peek down an opening in the center of the room, you'll turn to face some rather disgusting Buyo creatures dripping from a large clock wheel. Take down all of them.

5. As you climb the staircase, you'll hear a victim crying for help. You may not be able to see the hostage, but instead, shoot the Zombie that is visible.

6. A chainsaw-wielding Zombie attacks immediately afterward. Be quick in dispatching it.

## Original Mode

Be quick and pick up the goody lying on the ground to the left. It'll be a Machine Gun, +2 Life Torches, or +5 Life Torches.

7. Next, you'll activate a ladder leading down to the surface level of town.

8. When you reach ground level, a hostage is being threatened near a large gate. Take out the Kageo Zombie closing in on her.

9. Whether you save the civilian or not, you'll continue onto Path F.

# Path F

## (continued from Path C, Step 21 or Path D, Step 9)

1. As you either turn or emerge onto the paved bank of the Waterway, take out the Zombies that surface from the murky depths.

2. More Ebitan Zombies will approach you. Take them out quickly.

## Original Mode

Shoot the barrels and crates along the riverbank to pick up either the +2 Bullet Clip, +4 Bullet Clip, +2 Life Torches, or nothing at all.

## Arcade Mode

The barrels and crates harbor a Gold Coin.

3. Shoot the Zombie that creeps out from the darkened archway.

4. A female hostage pursued by a Zombie busts out of a doorway. Take out the Zombie, and the hostage will approach you.

5. As she does, two Ebitans will sneak out of the water behind her. Take them out to save her again.

6. She'll reward you with a Life Up Bonus if you successfully save her.

7. Two more Zombies then abruptly pull you into the water!

8. As soon as you surface, take them out before they bite you.

9. After destroying them, three vicious fish creatures leap at you. Take them out.

10. As you continue through the water, take out the axe-wielding Zombie that attacks!

11. Making your way around the boat in the water. Two more Zombies surface. Destroy them quickly.

12. A boat floats by with a passenger being attacked by a Zombie. Save him by shooting the Zombie before it hits the victim.

## Original Mode

Save the passenger and receive x1.2 Bullets, x2.0 Bullets, Zombie Meat, or a UFO item.

13. As you continue around the boat, an Ebitan surprises you! Take it out to continue to a ladder leading back up onto the dry walkway.

14. As you turn the corner to the docks, a Zombie rushes to greet you. Dispatch it before it gets you.

15. You'll spot Harry and Amy in a boat down by the docks.

16. Before you reach them, make sure to take out the attacking Zombie.

17. As you meet with Harry and Amy, you discover that you're not alone. It's time to do battle with the next boss, Hierophant!

# Path G

## (continued from Path C, Step 21)

1. If you manage to save the hostage behind the iron gate, you'll shoot the gate open to free the victim. Now it's time to head inside.

2. Be ready to take down the Bob Zombie as it crashes through the stack of barrels just inside the gate.

3. As you continue along the pathway, a small group of Kageo J Zombies will scurry to greet you. Take them out to continue onward.

4. Just inside the next door, shoot the wall before you turn.

## Original Mode

You can pick up a +5 Life Torches, +10 Credits, or the Paintball Gun.

5. Take out the group of Zombies waiting for you in the small Storage Area. There is a chain in this room that you can shoot for—a random power-up.

6. A Max Zombie emerges for you to destroy.

7. From the pile of crates in the corner, a pair of Randy Zombies will leap out at you. Destroy them quickly.

8. Now, as you turn to face the backside of a bookcase, you can shoot it to knock it down and continue onto Path L. Alternatively, you can opt to pass it up and head along Path M.

# Path H

## (continued from Path E, Step 3)

1. If you save the small child in the Courtyard past the gate, you'll enter the Pub from which the hostage just emerged.

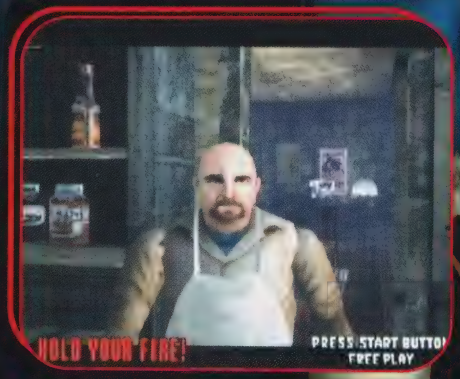
2. Take out the approaching Zombies inside.

3. As you turn to the bar, you'll hear a cry for help coming from behind a locked door.

## Original Mode

Shoot the pumpkin sitting on the bar to recieve the +4 Bullet Clip, +8 Bullet Clip, or +2 Credits.

4. Aim for the lock on the door to release the hostage, quickly. If you don't, the hostage will perish and you'll head for Path K.




5. If you unlock the door, quickly shoot the Zombie pursuing the bar owner. If you succeed, you'll be able to head along Path J. If you miss and either kill the hostage or fail to prevent the Zombie from killing the hostage, you must continue on Path K.

# Path I

## (continued from Path E, Step 3)

1. If you failed at saving the small hostage from the Bob Zombie, you'll head inside the House immediately across from the gate.

2. You'll see a woman thrown against the window before you enter.

3. Once inside, take out the Zombie creeping after the young female hostage in the side hall.

4. Immediately after, save the small child cowering along the wall from the group of Kageo J Zombies.

5. They'll rush to grieve their mother's death and you'll head out the back door.

6. But before you do, take out the remaining Kageo J Zombies crawling on the floor.

## Arcade Mode

Shoot the barrel near the fireplace for a **Life Up** item.

7. As you enter the back hall, take out the leaping Zombies that are closing in for an attack.

## Arcade Mode

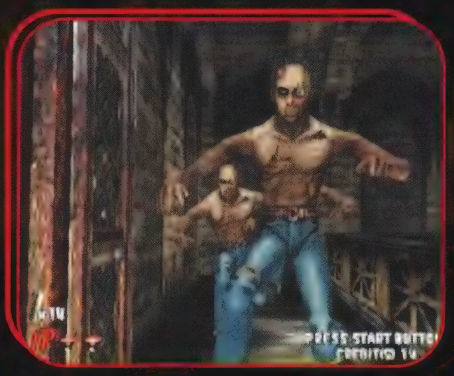
Shoot the vases at the far end of the hall for a **Gold Cat.**

8. Take down the Bob Zombie attacking from the back door.

9. You'll exit out onto a high walkway to face a Randy Zombie at the far end; destroy it.

10. You'll now enter the backside of a Water Tower. Shoot the elevator controls to have it bring you to the upper level.

11. Take out the Zombies that are waiting for you on the upper level.



12. Another Zombie lurks close behind them.

13. As you continue to a small room, take out the Murrers that slither from behind a large stone pillar.

## Arcade Mode

Collect the Necklace from the steel drums.

## Original Mode

Shoot the oil drums and pick up the +2 Credits, +5 Credits, the Paintball Gun, or nothing at all.

14. As you turn to exit the small room, take out the Zombie waiting for you behind one of the pillars.

15. In the hallway outside, more leaping Zombies await! Destroy them quickly.

16. Before you can exit the hallway, take out the Mickey Zombies that follow the leaping Zombies you just destroyed.

Upon entering the next room, two Kageo Zombies emerge from behind the pillars on either side of you.

18. Finish them off quickly and you'll take a breather before exiting.

## Original Mode

If you've shot all the Cats to this point, you'll be able to turn to a small alcove and pick up the +2 Life Torches, +5 Life Torches, Amy Costume, or Harry Costume.

9. As you exit, you'll spot Harry and Amy waiting in a boat. But before you can meet up with them, take out the emerging Ebitan Zombies to the right.

20. Now it's time to take on the Chapter Boss.

# Path J

## (continued from Path H, Step 5)

1. If you save the bar owner, you'll be able to cross through to the backroom. Take out the Murrers hiding under the rug.

2. A pair of Kageo J Zombies emerges from the air vent near the ceiling. Take them out. As you exit the room, you'll head on to Path N.

# Path K

## (continued from Path H, Steps 4–5)

1. Once the bar owner expires, you'll turn to take the side hallway. Take out the crawling Zombies that open the door to greet you.

2. In the hallway, take down the Kageo Zombies waiting for you inside.

## Arcade Mode

In the crates in the hall, pick up the Gold Coin, but avoid the Mushroom.

3. As you move to leave the area, take out the attacking Zombie with the chainsaws.

## Arcade Mode

Pick up the Gold Cat from the vase.

4. You'll head down into a short hall.

## Original Mode

If you shoot the Cat walking by, it will lead you to the Amy Costume, the Civilian Costume, the x1.2 Bullets, or +5 Life Torches.

5. As you exit the hallway, you'll continue onto Path O.

# Path L

## (continued from Path G, Step 8)

1. If you shoot down the bookcase, you'll find a Zombie waiting for you. Destroy it quickly.

2. You'll climb the short steps and enter a seemingly empty room. But there are two Zombies waiting to snack on you.

3. Destroy the dropping Buyos after you take care of the Zombies.

4. As you exit the room, you'll be on Path N.

# Path M

## (continued from Path G, Step 8)

1. If you bypass the bookcase, you'll enter a room knee-deep in water.

## Original Mode

A Fishing Lure item awaits you along the wall of the room.

2. Shoot down the fish that attack.

3. Destroy the attacking Zombie to exit the room and continue onto Path O.

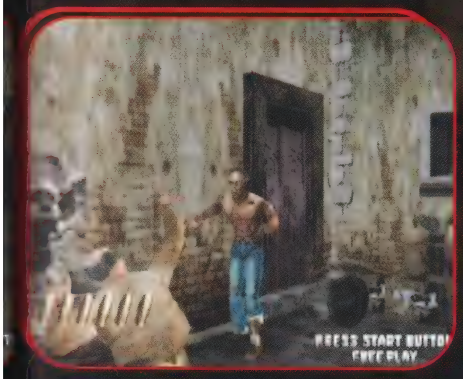
# Path N

## (continued from Path L, Step 4 and Path J, Step 2)

1. As you turn to face stairs leading down, you'll notice a stack of crates in the distance before you hear a cry for help.

## Arcade Mode

Grab the Life Bonus and Gold Coin from the stack.



2. Help the hostage by first taking out the David Zombie, and then the Bob Zombie.

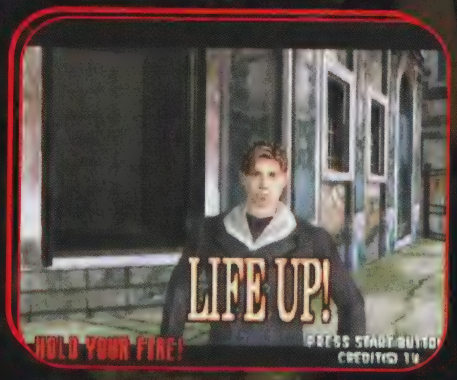
## Original Mode

The hostage will give you the +2 Credits, +10 Credits, or the Double Points item.

3. As you head out near the water, a boat full of Zombies crashes onto your path. Take all of them out.

4. You hear a hostage crying for help down the pathway! Shoot the Zombie behind him to save him temporarily.

5. Once you save him (or not), a Max Zombie emerges from the double doors in front of you. Destroy it.

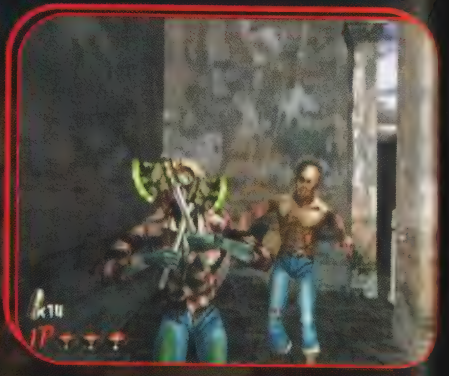



6. The grateful hostage will award you a Life Bonus before you continue onward. Now you're headed for Path P.

# Path O

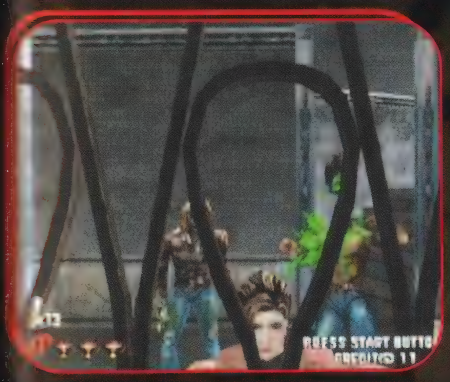
## (continued from Path M, Step 3 or Path H, Step 5)

1. As you exit the small room, you'll face two Zombies coming straight at you. Destroy them.



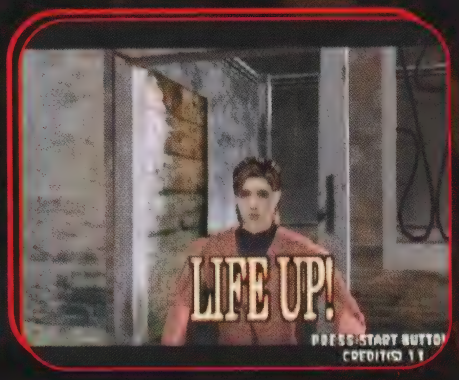
## Arcade Mode

Shoot the barrels to receive a Necklace.



2. A hostage calls for help from the house across the river! Shoot through the window to save her from two Zombies.

3. If you save her, you'll receive a Life Bonus. If you don't, you'll have to fight more Zombies, but you'll continue along the same path.



4. After the ordeal, more Zombies emerge from the water behind you. Take them out.

5. You'll be tugged into the murky water for some more Zombie fun shortly after.

6. Shoot the Zombies riding by in a boat, or you'll have to fight them in the water.

7. As you head for the ladder to get out of the water, take out the Ebitan waiting for you.

8. Back on dry land, destroy the Max Zombie that rushes out from the double doors to the right. You'll now be heading down Path P.

# Path P

## (continued from Path D, Step 6 or Path O, Step 8)

1. Quickly dispense of the axe-throwing Zombie aiming from an upper window to continue onward.

2. Prepare to fight three Piranha that emerge from the water.

3. As you turn the corner, take out the Zombies that rush out of the water to greet you.

4. When you begin to climb the stairs, start shooting at the pair of oil drums that roll down from above.

5. At the top of the staircase, take out the two Bob Zombies responsible for the oil drums.

6. Begin shooting at the Zombies snacking on the villagers. Take all four of them down quickly.

7. You'll finally meet up with Harry and Amy shortly before doing battle with Hierophant, the Chapter Boss!

# Boss of Chapter Two: Hierophant

Depending on which path you took through Chapter Two, you'll end up fighting a different version of Hierophant. Version B will be waiting for you at the edge of a long stone bridge, while Version A will break through a high stone bridge to greet you.

## Hierophant, Version A

Once you face Hierophant, you discover that the fight is split up into roughly three parts. You should always aim at the creature's chest when it opens to expose its soft, fleshy heart.

During the first phase of the fight, keep shooting at its chest in order to keep it from getting too close. The minute it closes in within striking distance, it will pull back its long spear and damage you with it. If you keep shooting its weak point at a distance, it will never get close enough to harm you.

When its health meter reaches approximately half, it will begin swinging its spear to signal that the second phase of the fight has begun. Watch closely for an onslaught of Piranha to lunge at you from the right and left sides of the screen.

Whenever you get a break from the attack, be sure to take a shot at Hierophant when its heart is exposed. Fend off the fish and damage the boss enough to enter the third and final phase of the fight.

During this section of the battle, Hierophant will leap up into the air and attempt to skewer you from the sky. As it descends, its chest will be open and it will be vulnerable. The best time to shoot it is when it is at its apex. Shoot through the health bar. Keep shooting at its chest, and if you hit it when it's far enough away, the blow will strike it backwards. If you hit it when it's too close, the tip of the spear will still strike you. Aim high and KEEP FIRING!

Once you've depleted its health completely, the fight is over!

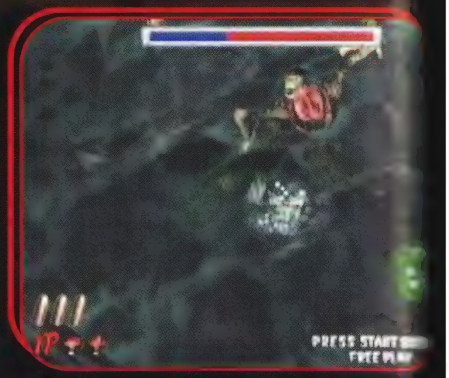
## Hierophant, Version B

As you reach the bridge, Hierophant will burst up through the center and challenge you to a fight. Much like Version A, the fight against Version B is broken up into three distinct phases.

The first phase requires you to keep shooting at the Boss' soft, exposed heart when its chest is open. Keep firing so that you push the creature further back. If it moves in too close, its spear will strike you and it will scurry back to a more distant spot. Once you've inflicted a decent amount of damage to the creature, it will hop down into the water below the bridge.

When this happens, prepare to fire at the Piranha that leap from the water to the left and right of the screen. When you get a chance between fighting off the Piranha, make sure to take a couple of shots at Hierophant's chest when it is exposed. Keep fending off the fish and do as much damage to Hierophant as possible. When you've inflicted enough damage, the boss will scurry away to the side of the bridge.

At this point, stay alert! Hierophant will leap high into the air and attempt to strike you down with its spear as it descends to ground level. Keep shooting at its chest the entire time it's in the air to keep it from making contact. Every time it reaches the ground, keep shooting at its heart and you'll eventually win the fight!

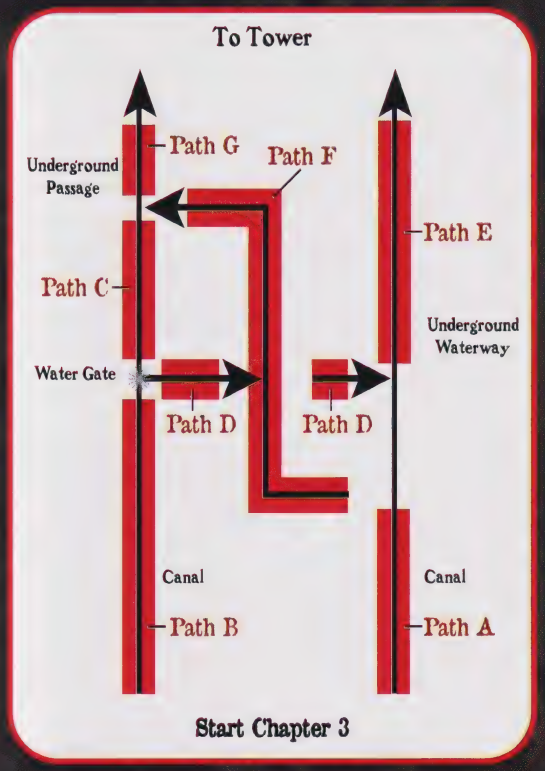


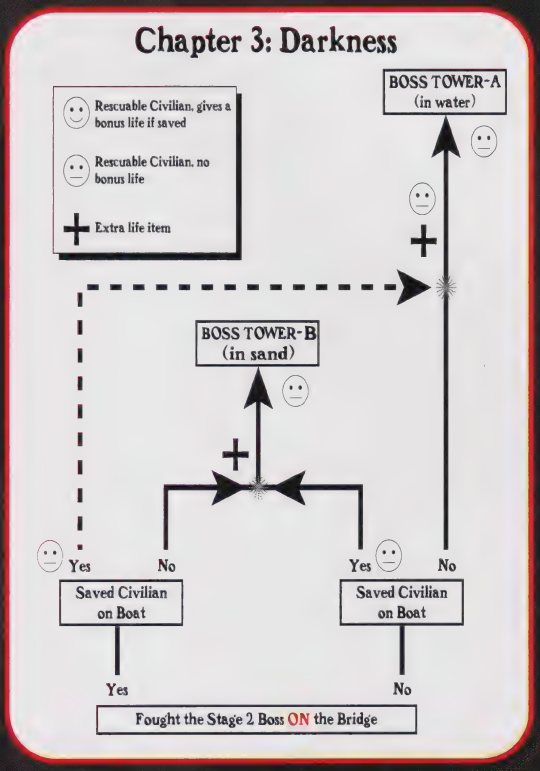
Time to head to the next Chapter!

# WALKTHROUGH

## CHAPTER THREE: DARKNESS

**Your entrance into Chapter Three is entirely dependent upon which version of Hierophant you battled at the conclusion of Chapter Two. If you fought against Version A of Hierophant, you'll follow this chapter starting with Path B. If you fought against Version B of Hierophant, you'll begin this walkthrough at Path A.**




# Path A

**Not only do you have Zombies to deal with, but it seems that you've discovered the source of your undead problems; it's a man named Goldman. Why is he doing this? You have yet to find out, so hurry!**

1. You begin Chapter Three on a boat with Harry and Amy. In order for you to succeed, you'll need to help your agent friends as much as possible by watching their backs.

2. Take out the string of green Zombies that leap from the water in front of the boat.

3. As you turn the corner, you approach an arched bridge. Shoot at the Zombies crossing above.

4. As you pass underneath, one Zombie swings down to kick you. Take him out before he has the chance.

5. Next, you'll be able to snipe an axe-throwing Zombie waiting on dry ground to the left.

6. Afterward, take out the descending Zombie Owls that appear in the sky above.

7. Be quick in dispatching the fast-lunging Zombies that attempt to board from the front.

8. A voice cries for help from a side alley. A hostage is stuck in the water with two Zombies closing in on either side.

9. Hit the Zombie to the right first, then hit the left one to save the hostage.

10. As you approach another bridge, destroy the steel drum that a Bob Zombie is about to toss straight down on your head. You can destroy the Zombie as well, but it's not necessary.

11. Be prepared to take out the Ebitan Zombies that rush out of the water behind the boat.

12. A group of Piranha follows shortly behind.

13. As you cruise through the bridge opening, a voice cries out for help. A boat floats by with a victim and a Zombie inside.

14. If you save the hostage, you continue along **Path E**. If you fail to save the hostage, the boat will explode, forcing you onto **Path F**.

## Arcade Mode

A **Gold Frog** sits in a distant crate behind the boat with the hostage in it.

# Path B

1. As you begin your short boat ride with Harry and Amy, a string of Zombies will attack from the water. Take them out.

2. Shortly after, another Zombie with evil intentions leaps down onto the front of the boat. Take it out.

3. Take out the Zombie that swings down from the bridge above, as well.

## Original Mode

With the Zombie out of the way, aim for and grab either the +5 Credits, Big Meat, Civilian Costume, or nothing at all.

4. As you cruise toward the Water Gate, a hostage is trapped in a powerboat that rides in front of you.

5. If you manage to save the hostage, you'll be able to continue along Path C. If you do not, you'll have to proceed down Path D.

## Arcade Mode

Hit the steel drum on the shore to the right to grab the Diamond.

# Path C

## (continued from Path B, Step 5)

1. If you save the hostage in the boat, you'll be able to head through the Water Gate. But before you do, take out the Zombie that lands on the front of your boat.

2. Two Zombies hop down from above to fight you. Take them out, then head through the Water Gate.

3. On the other side, you'll face four Zombies waiting along the left-hand side of the waterway.

4. Prepare to fight Zombies that appear from the water, as well.

5. Amy receives a call on her cel phone from Goldman.

6. Now, it's up to you to destroy the two steel drums being thrown at your boat from the bridge above. You can destroy the Zombies, as well, but you don't have to. Continue on to Path G.

# Path D

## (continued from Path B, Step 5)

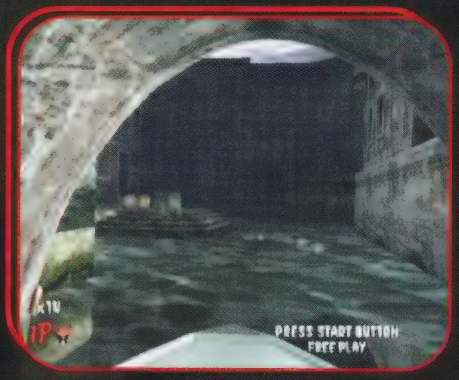
1. With the Water Gate blocked, you must take out the Zombies lurking nearby.

2. Destroy the surfacing Zombies that threaten to board your boat.

3. You hear a cry for help from a hostage stranded in the water. Shoot the two Zombies swimming toward the hostage.

4. You'll turn to face a trio of jumping fish. Take them out quickly.

5. Amy receives a message on her cel phone from Goldman himself.




6. As you head underneath the arched bridge, note the crates on the shore in the distance.

## Arcade Mode

Retrieve the Gold Frog from the crates.

7. The peace is broken by a series of lunging Zombies.

8. More Zombies, green ones, emerge from the water. Take them out and it's time to head along Path E.

# Path E

## (continued from Path D, Step 8)

1. If you successfully save the man in the boat, you'll be able to continue around his craft to face a horde of Zombies emerging from a dock storage space.

### Original Mode

Blow open the crates behind the Zombies to pick up the +5 Life Torches, Civilian Costume, or Big Meat.

2. Take out the two remaining Zombies approaching from the left.

3. You'll swing your boat around to face the edge of the dock.

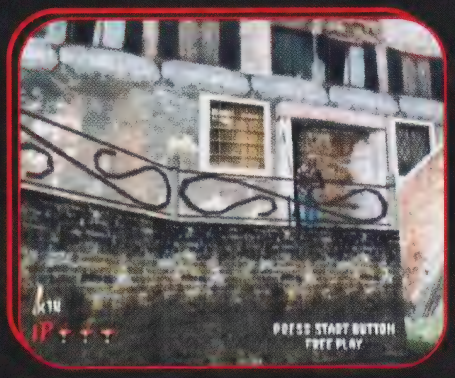
## Arcade Mode

Shoot the crate to pick up a **Life Up** item.

## Original Mode

Shoot the crate to pick up the Grenade Launcher, Zombie 1/4 Health item, or the Green Lasergun.

4. As you swing the boat fully around, Amy calls your attention to a hostage in a distant opening. Save her from the Zombie!




5. Along the waterway, take out the axe-throwing Zombie on the shore.

6. As you approach the underground waterway entrance, a horde of Bats fly out for a nibble. Keep firing to destroy them all.

7. As you near the dock in the cave, you'll face a trio of Kageo Zombies waiting for you. Dispose of all of them before you dock.

8. Harry and Amy drop you off to pursue this new path, while they cruise around in search of Goldman.

9. As you continue down the walkway, a hostage runs out with two Zombies hot on his trail. Take them out.

## Original Mode

Shoot and collect the item on the left side of the path, which can be the +4 Bullet Clip, x1.5 Bullets, Zombie 1/4 Health item, or nothing at all.

10. The hostage will urge you to hurry to save his friends in the next area. Prepare to meet the Tower Boss of Chapter Three.

# Path F

## (continued from Path A, Step 14)

1. If you don't save the hostage in the boat, his craft will explode, forcing you to ride around it to the left.

2. There you'll find a hostage floating in the water with Zombies making a bee-line for him. Shoot the right Zombie first, then the left.

3. After he swims off, you'll duel with a trio of Piranhas that leap from the water.

4. As you turn the corner, shoot down the two steel drums threatening to knock you in the head from above. You can destroy the Zombies as well, but it's not necessary. Now it's time to head down Path G.

# Path G

(continued from Path C, Step 6 or Path F, Step 4)

1. More Piranha are looking for a snack as they leap from the water. Destroy them quickly.

## Original Mode

If you have x2.0 Bullets equipped, aim and fire at the door behind the Piranha to receive either the Agent G Costume, Death Bullets, or Green Lasergun.

2. Once you near the shore, a bevy of monsters await you. Take them all out as skillfully as possible.

## Arcade Mode

Avoid hitting the Mushroom hidden in the crates and drums behind the Zombies.

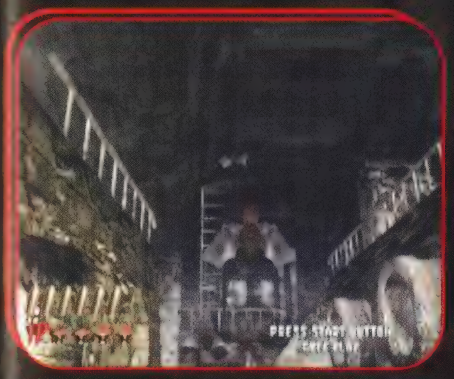
3. As you make your way around the jutting stone platform, you'll pass a crate in the water.

# Arcade Mode

Shoot the crate to pick up a **Life Up** item.

4. Harry and Amy will drop you off at the foot of the staircase on the shore.

5. As you climb up and enter the underground passage, a crowd of Kageo Zombies will greet you.



6. Spray a round on the cloud of Bats that scatter in your direction.

7. Afterward, a pair of heavyset Bob Zombies attempts to do you in. Do them in, instead.

## Original Mode

On the steps to the right, you'll find either +8 Bullet Clip, +10 Credits, or the Double Point item.

8. As you continue down the path, a hostage runs at you with two Zombies trailing closely behind. Take them out and save him from an early death.

9. It's time to duel with the Boss of Chapter Three.

# Chapter Three Boss: Tower

The fight against Tower is conveniently split into two equally tough parts. The first section of the fight consists of dodging some deadly lunges by any one of the Tower's four different "side" heads apart from the "main" head. The weak point with this particular Boss is its mouth—or should we say, mouths.

Always aim for any of the four side heads' mouths. The best time to get them is when they are about to strike. You'll be able to pinpoint the moment, as the head on the Boss begins to glow with a gold ring. It's up to you to prepare your aim and then fire!

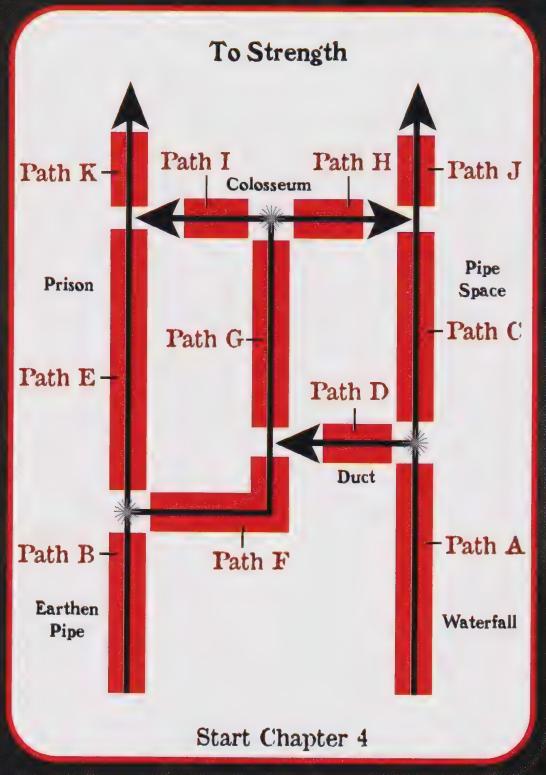
Each head should take approximately four to five shots from a regular-powered bullet in order for it to be destroyed. Take out all four of the heads on either side of the main blue head in the center, and you'll be off to the second half of the fight against Tower.

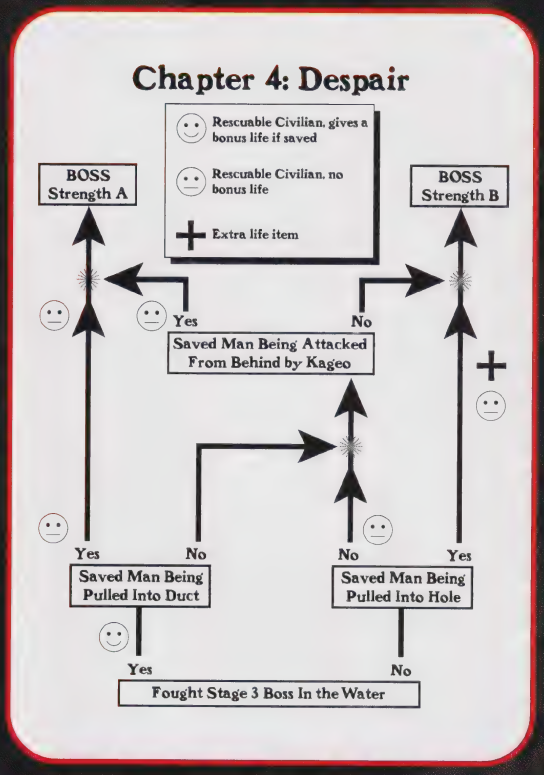
The moment you lay to rest the fourth "pink" head on Tower, its central body (the one with the blue head) will slither off outside the small room: you'll follow it.

Depending apon the path you took to reach this boss, you will either be fighting in water (Tower A) or sand (Tower B). In this second section of the fight, your job is to aim at and hit the monster squarely in the mouth before it has a chance to chomp down on your head. It will circle around the pillars on the battlefield, but when it begins to glow gold around its mouth, it's coming in for the kill. Take the opportunity to open fire on Tower's mouth at this point. If you manage to score 2 or 3 hits, the beast will be struck backward and you won't get bitten. Keep up the fight and eventually you'll survive to brave the next Chapter in the game.

# WALKTHROUGH

## CHAPTER FOUR: DESPAIR




Goldman invites you to meet with him at the Colosseum for a little showdown. You can't seem to find Amy or Harry, so it's high time that you take Goldman up on his offer.

Depending on which way you took to get through Chapter Three, you'll enter Chapter Four accordingly. If you enter this Chapter through the Earthen Pipe, you'll want to refer to Path B. If you begin the Chapter by entering through the Waterfall, start the walk-through with Path A.

# Path A

1. As you pass through the Waterfall area, take out the three Kageo Zombies that lunge out from the shadows.

2. When you turn to cross through the Waterfall, a trio of Zombie mugs will attack. Rough them up.

3. Immediately after, take out the knife-thrower accordingly.

4. Before you can head back into another room, a flurry of Bats will swarm you. Keep firing.

## Original Mode

After the Bats clear, shoot to pick up either the Harry Costume, x1.5 Bullets, or x2.0 Bullets.

5. As you pass into the Prison area, a hostage calls out for help. Take care of the Zombie grabbing him through the bars, then dispatch the emerging Zombie.

## Arcade Mode

Shoot the crates inside the cell to pick up the Diamond, but avoid the Mushroom.

6. Dispose of the two lizard-like Keith Zombies crawling toward you.

7. Another hostage cries for help from a crawlspace near the ground. A Zombie is grabbing his legs. Shoot the Zombie but not the hostage.

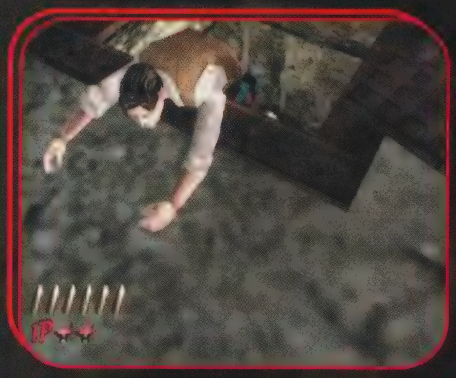
8. If you manage to aim well enough to save the hostage, you can continue on to Path C. If you bungle the operation, it's Path D for you.

# Path B

1. As you enter the Earthen Pipe area, take out the three Zombies scuttling across the pipes.

2. Two more Zombies immediately follow them up; destroy them.

3. Take care of the two lizard-like Keith Zombies that crawl across the remainder of the pipes to greet you.



4. Once you get to the other side of the Pipe Bridge, a hostage calls for help from a trapdoor in the ground. Shoot the Zombie holding him down from below.

5. If you manage to save the hostage, you'll be able to continue along **Path E**. If you slip up and fail, you'll have to head down **Path F**.

# Path C

## (continued from Path A, Step 8)

1. Saved the poor hostage from the crawlspace? Then it's time to fight two more Keith Zombies scrabbling across the pipes above you.

## Original Mode

Shoot the ducts above the pipes to receive either the +5 Credits, +10 Credits, or Zombie 1/4 Health item.

2. Dodge and fire the two Zombies that come running toward you from the far side of the room.

3. Do battle with two more Keith Zombies before you reach the door.

## Arcade Mode

Shoot the barrels to receive a Necklace.

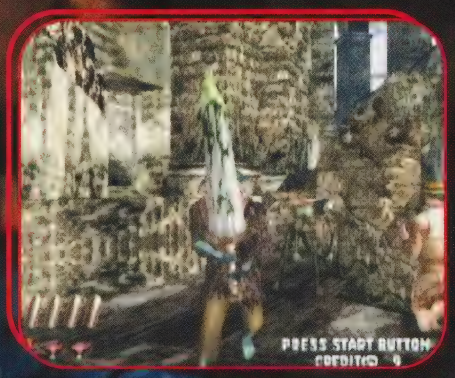
4. On the other side of the door, take out the three Zombies waiting for you.

5. As you head up the short flight of steps, dispose of the cloud of Bats that descend for a bite.

6. On the next screen, you'll view a long, empty passage.

## Original Mode

Shoot and pick up the Shotgun, Infinite Round clip, or Mega-Health item.

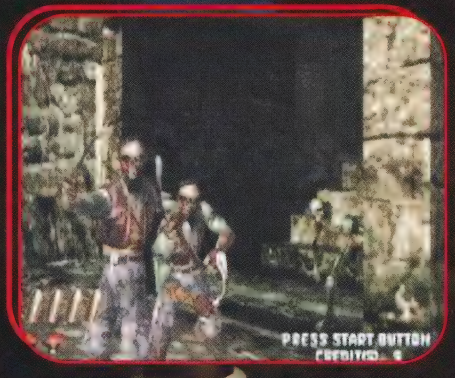



7. When you reach the top of the stairs, you'll spot two Zombies threatening a hostage to the right.

8. Take out the Zombie closest to the hostage first, and then shoot the one coming at you with the big sword. Save the hostage!

## Original Mode

You'll be given either the Grenade Launcher, the x1.5 Bullets, or Amy Costume as a reward.




9. Continue on to the heart of the Colosseum and face an emerging crowd of three Zombies! Take them out to reach Path J.

# Path D

## (continued from Path A, Step 8)

1. If you miss saving the hostage from the crawlspace, you'll automatically follow the attacker down the narrow passage.

2. Once you reach the corner, take out the Zombie directly behind you.

3. At the outlet of the crawlspace, take out the waiting Zombies.

4. Sadly, the hostage's body will be lying on the ground in the small room.

5. As you exit the room, destroy the Zombies that rush to greet you from the far side of the area, and then continue on to Path G.

# Path E

## (continued from Path B, Step 5)

1. If you manage to save the hostage from the grips of the Zombie down the trapdoor, shoot the grating above the opening.

2. Continue on to the stairs and fight the two Zombies guarding the steps.

3. You'll emerge in a section of the Prison cell area to fight a handful of sword-wielding Zombies.

### Original Mode

Shoot the cell door behind the Zombies, and inside will be the +8 Bullet Clip, the +2 Life Torches, or the Harry Costume.

4. Take care of the Keith Zombies that swing down from the pipes above.

5. A hostage is in trouble at one of the Prison cells. Save him from the Zombie putting him in a chokehold first, and then destroy the enemy in the cell.

## Arcade Mode

The crates in the cell hold a Mushroom and Life Bonus item.

As you inspect the other cell, a horde of Bats fly out to greet you. Take them all out.

7. Turn to face a pair of lizard Zombies scurrying your way. Destroy them and continue on to Path J.

## Original Mode

Shoot the item in the background to pick up either the +2 Credits, +10 Credits, or Zombie 1/4 Health item.

# Path F

## (continued from Path B, Step 5)

1. If you fail to save the hostage, it's down the hole you go. At the bottom, face off with the two Zombies lurking below.

2. In a nearby cell, some Zombies trap a hostage. Save him quickly!

### Original Mode

If you save the hostage, he'll open the cell door, giving you access to the Shotgun, the Machine Gun, or nothing at all.

3. Continue down the path to meet up with a pair of Zombies waiting to be exterminated. Then it's on to Path G.

# Path G

## (continued from Path D, Step 5 or Path F, Step 3)

1. As you make your way to the center of the underground passage, take out the Bats that flutter above you.

2. Destroy the sword-carrying Zombie waiting for you down the hall.

### Arcade Mode

A Gold Coin is located in the barrels behind the Zombie.

3. As you hop down the steps to the Underground Lake area, you'll notice two Rats scurrying by in opposite directions.

### Original Mode

If you shoot the Rat to the left, you'll have a chance to receive the x1.2, x1.5, or x2.0 Bullets. If you shoot the Rat to the right, you'll have a chance to receive the +2, +5, or +10 Credits.

4. As you make your way across the makeshift stone bridge, two lizard Zombies will slither toward you. Take both of them out.

5. As you near the exit, a hostage will rush out to escape a Zombie hot on his trail. If you save him, you can continue to Path H. If you fail to save him, you're forced to take Path I.

# Path H

## (continued from Path G, Step 5)

1. After saving the hostage, you'll meet up with a set of Zombies lurking in the shadows.

2. You'll then cruise through a section of the Prisons.

## Original Mode

Shoot and pick up the +5 Life Torches, Zombie Meat, or Rogan's Costume.

3. Take out the two lizard Zombies that slither out of the darkness to stop you.

## Arcade Mode

Pick up the Necklace from the steel barrels nearby.

4. Climb the staircase and you'll find a pair of Zombies waiting to plant their teeth in you.

5. As you near the entrance to the main area of the Colosseum, more Zombies will accost you. Make short work of them and head to Path J.

# Path I

## (continued from Path G, Step 5)

1. Once the hostage takes a dive, you'll have to head down a side hall to meet up with a trio of Zombies.

2. Shoot the elevator controls to activate them. You'll lower into a new area nearer the heart of the Colosseum.

3. When you emerge, fight off the two Zombies wielding funny-looking knives and continue onward to Path K.

# Path J

## (continued from Path C, Step 9 or H, Step 5)

1. You'll be taken through a series of cinemas featuring Goldman, as well as Amy and Harry, which lead into your showdown with the Boss for Chapter Four: Strength!

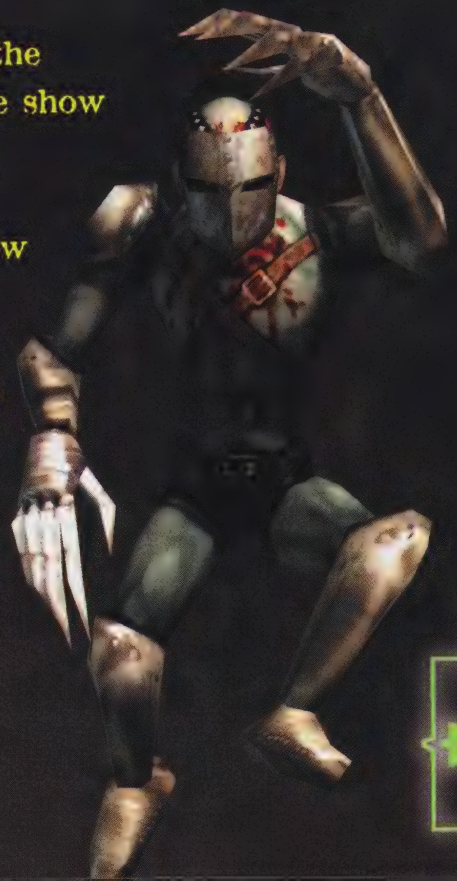
# Path K

## (continued from Path I, Step 3)

1. As you near the heart of the Colosseum, a few Zombies greet you. Dispose of them.

2. A trio of Ken Zombies emerges from the doorway for you to destroy.

3. As you climb up the steps and onto the show floor of the area, Goldman himself welcomes you. Now it's time to face off against Strength, the boss of Chapter Four.

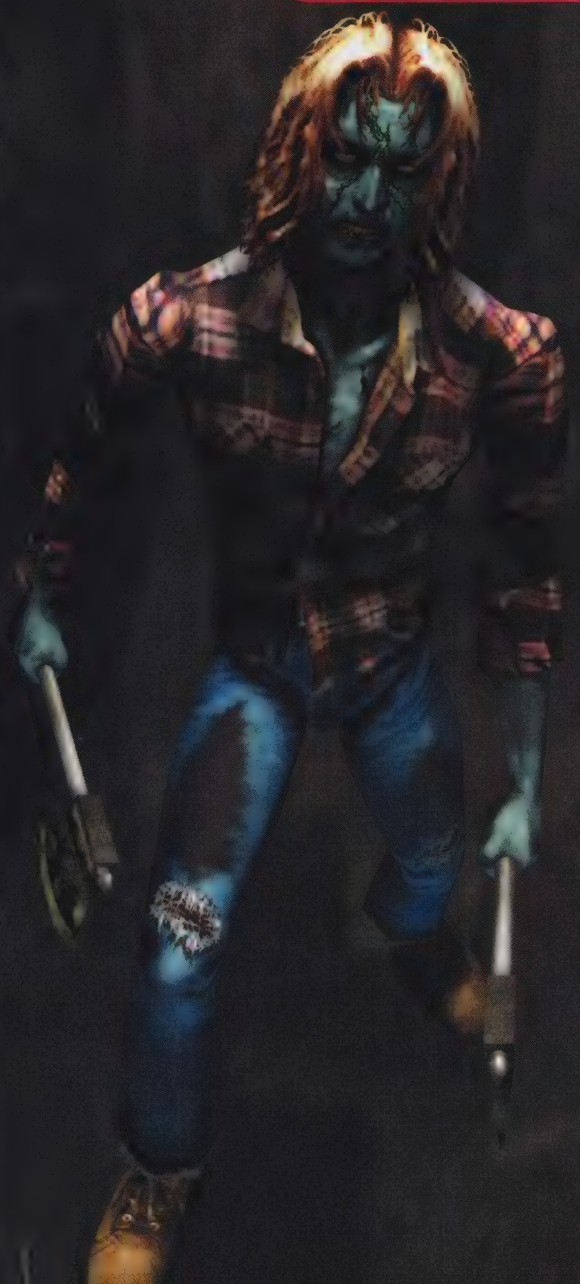


# Chapter Four Boss: Strength

The fight against Strength is a tough one, simply because its weakness is very difficult to hit at any angle. The battle is very straightforward from the get-go: avoid getting hit by Strength's chainsaw swipe or weapons by firing rounds at its head. This is much easier said than done.

The best strategy to use is to simply keep firing at Strength's head when the chainsaw is lowered. Once it raises the weapon to strike you, it's difficult to get a bead on its small head in time, so fire as many times as possible before this happens.

When Strength swoops down on you from a high place, you MUST hit it in its weak spot in order to avoid getting struck by the chainsaw. Your accuracy during this fight is crucial, and therefore if your aim is off, make up for it in quantity of shots! Never stop firing at Strength's head for a second. This is the best way to whittle down its health in order to finish the fight more quickly.

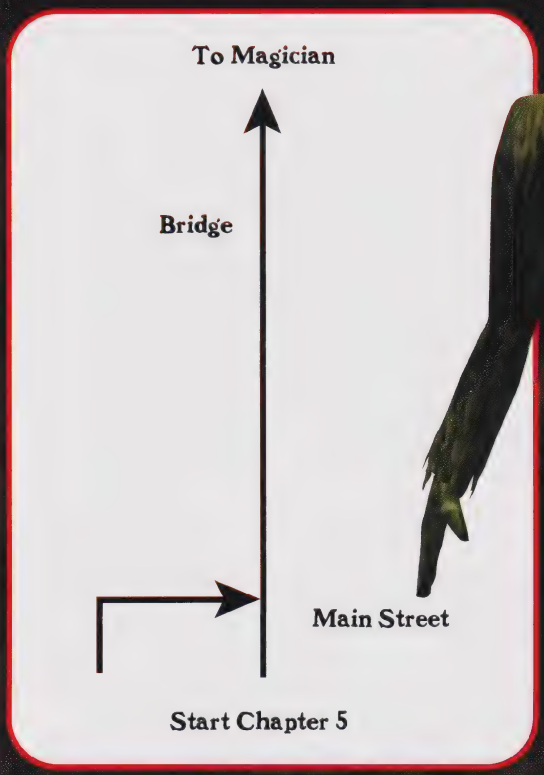


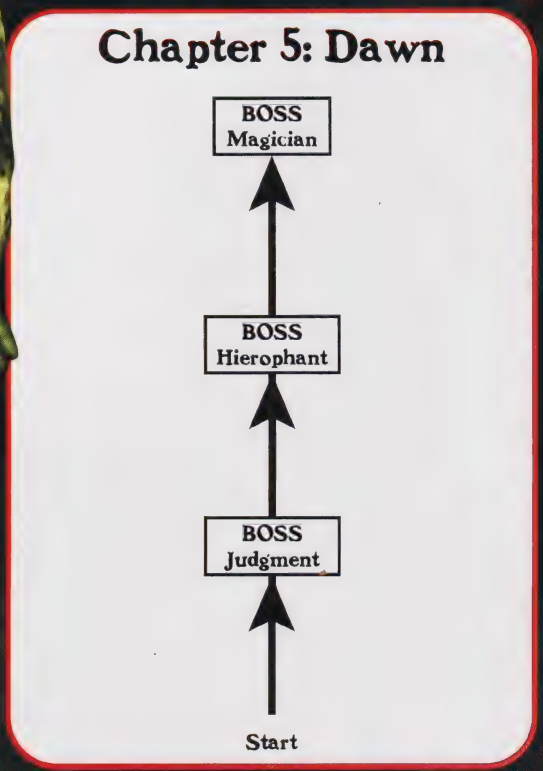
The only other attack that Strength may perform is to throw knives at you from a distance. You can tell it is about to launch this particular attack if it is at a distance and hesitates for a moment. When this happens, prepare to deflect the knives by using your weapon. Keep a steady aim and you'll pull through the fight unscathed.

# WALKTHROUGH

## CHAPTER FIVE: DAWN

Not only will you have to make your way through some very tough enemies, but you'll also have to face off against some of the same Bosses throughout this fifth stage. The good news is that there is only one path to take through the level and there are no hostages to save. But Goldman's up to something sneaky, so just stick to your guns and keep a steady aim!

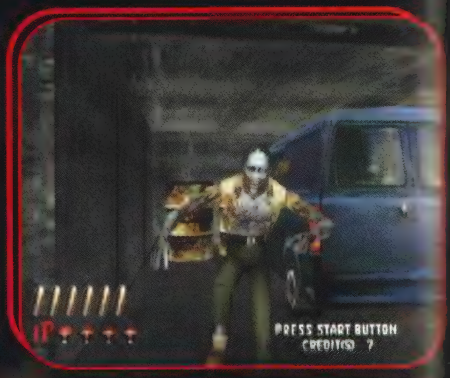


# Path A

1. As you enter the city, things seem a little too quiet. Just as you begin to relax, it's time to face off against a trio of very tough Zombies.

2. When you turn to face the Garage behind you, take out the Peter Zombie quickly before a parasite leaps from its chest.




## Arcade Mode

Shoot the steel drum behind the Zombie for a **Life Up Item.**

3. Once Peter is laid to rest, two more Zombies hop out of the truck parked in the Garage. Make short work of them.

## Original Mode

Inside the truck, shoot and retrieve the item. It will be a Double Point item, a Fishing Lure, or UFO item.

4. As you turn to the Central Hub where other cars are parked, make sure to take care of the Zombie that pops up to the right.

5. As you near the convertible, ready to hop in, three Zombies appear to stop you. Take them out and hop in the car.

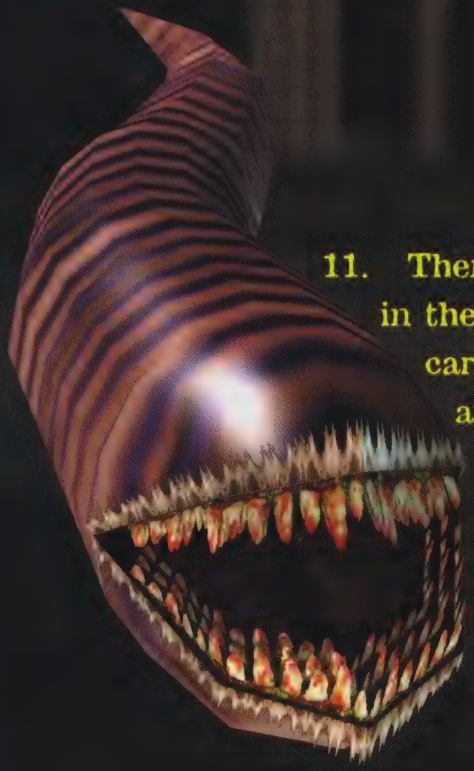
6. As you drive down the small slope, none other than the small demon Boss, Judgment, meets you!

7. You're led into a small alcove to fight Judgment once again!

8. This time around, it's not as tough to defeat. Just stick to the same pattern as in the first Chapter by aiming at the small demon instead of the suit of armor.

9. Once Judgment is history, you'll hop in your car again and head for the open road and the bridge ahead.

10. Once on the bridge, a carload of Zombies attempts a drive-by! First, take out the Zombie on the hood.



11. Then go for its friends standing in the passenger area of the car, and finish off the driver afterward.

12. As the car crashes into the side of the bridge, two metallic Zombies appear on the hood of your car. Quickly dispose of them with a few shots.

13. In the open road ahead of you, something stirs.

## Original Mode

Shoot the distant item quickly before Hierophant appears! It should be a +4 Bullet Clip, a +8 Bullet Clip, or Infinite Round Clip.

14. Your ride is cut short by another visit from Hierophant!

15. This time around, the monster's got only two tricks up its sleeve: the stab and the jumping stab!

16. Use your old patterns and keep firing at its chest when it opens to reveal its heart. It's not as powerful as it was during the last fight, so just keep plugging away at it.

17. Once the fight's over, you'll hop back into your car and continue across the bridge toward a group of Zombies loitering between two blue vans.

18. As soon as you polish off the initial bunch, two more will pop out of the right-hand van. Take care of them.

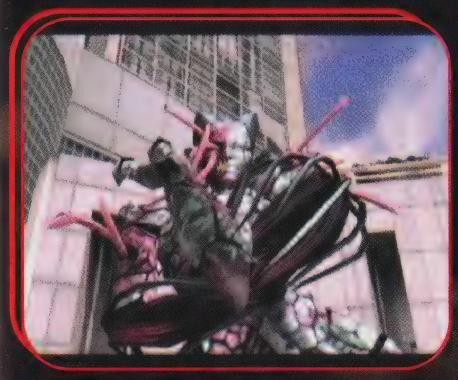
## Original Mode

Shoot the doors of the left-hand van to open them. Inside you'll pick up a +5 Credits, a +10 Credits, or an Infinite Credits.

19. As you drive past the vans, two more metallic Zombies will alight on your hood. Shoot them off quickly.

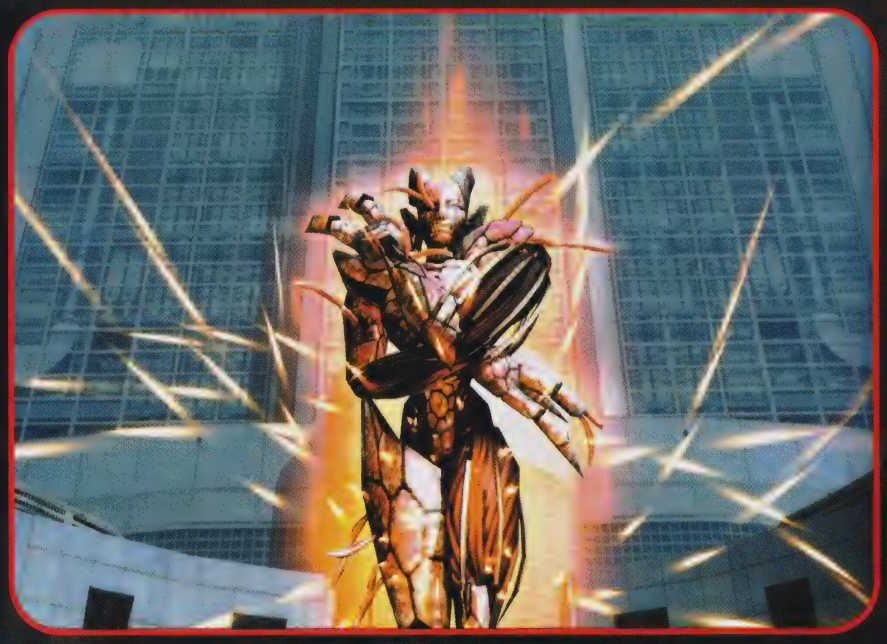
20. Once you crash through the barrier gate and into the courtyard, you'll exit the vehicle.

21. You approach the entrance to Goldman's Headquarters, but first you must finish off the quartet of Zombies limping your way.

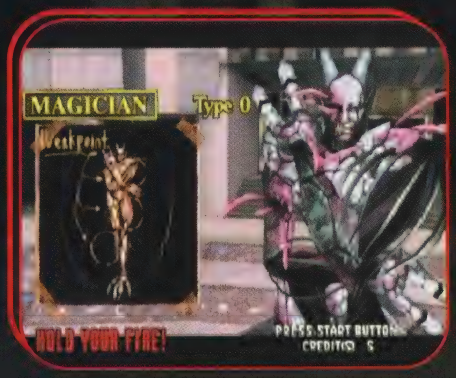


22. After taking care of the Zombie group, you'll head toward the entrance to the massive building only to be stopped by the Chapter Boss, Magician!

# Chapter Five Boss: Magician



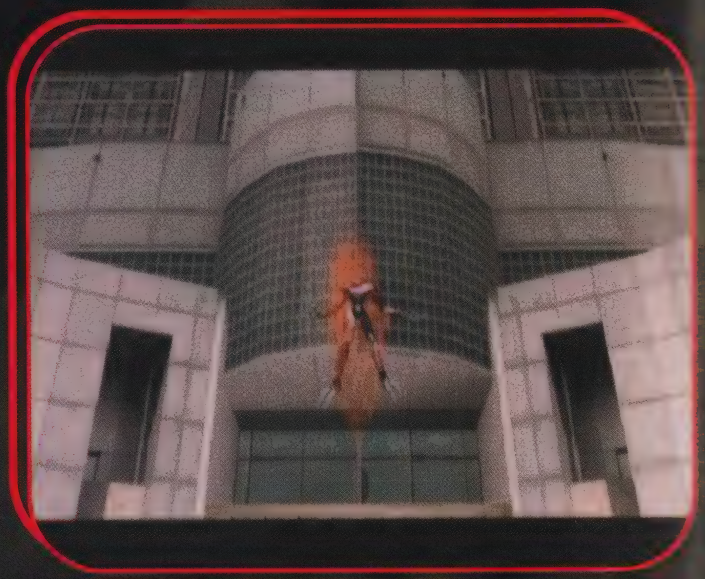
Just when you thought you'd faced off against the toughest Boss in Strength during your fight at the end of the last chapter, now you must battle against Magician! Armed with some very powerful magic and tricky weak spots, Magician's vulnerability lies in its exposed muscles running along its shoulder, calf, and upper thigh.



The fight itself is divided into two parts, with Magician packing in three different attacks. His first attack is to simply float in the air in front of you and fire off rounds of magic fireballs. When it does this, aim squarely at its upper left shoulder or left forearm and KEEP FIRING. If you manage to make contact with its weak point, the Magician will cancel its attack and move to another location. Do this each time it tries this particular attack. If you miss, it's a wise idea to keep firing at the fireballs coming your way. You can destroy them if you're quick enough.

The second attack that Magician likes to use, once you've depleted its health a bit, is a rush attack. It will zip around you in a circle then stop and make a bee-line for you with its arm. Keep firing at its upper thigh to stop it in its tracks. The key to being successful with this counterattack is to fire off as many rounds at its upper thigh as possible.

Once you've damaged Magician enough and whittled its health down to about half, it will change its mode of attack. It abruptly flies up high in the sky and begins to charge up in order to rain fireballs down at you. KEEP FIRING at it. Every hit will inflict a little damage against Magician, and your bullets will deflect many of the fireballs that come down at you. Simply keep firing directly at Magician until its health is completely sapped dry. Only then will it be defeated. Best of luck; this is a tough battle, to say the least.



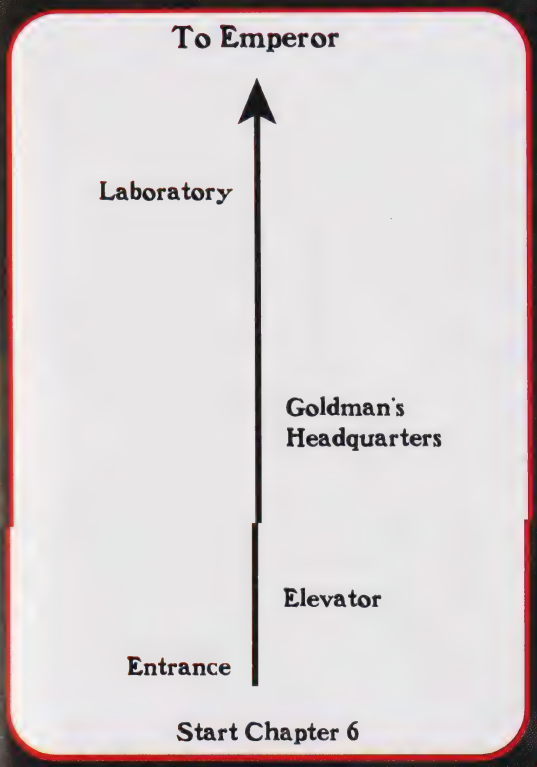
# WALKTHROUGH

## CHAPTER SIX: ORIGINAL SIN



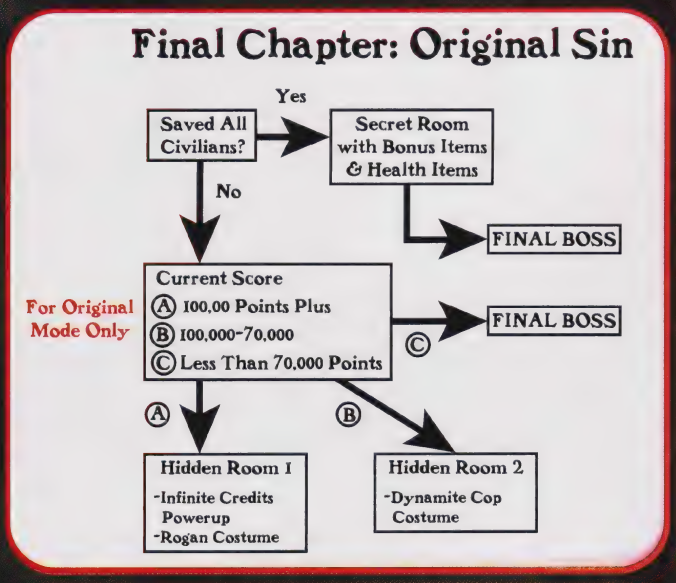
You've finally reached Goldman's Headquarters and it's time to track down the man behind it all. There is only one path through the building to reach the end, but keep in mind that there are some sub-rooms that you can reach.

In order to access one of the Secret Rooms during your visit, you'll need to complete various requirements. In order to unlock the room with a ton of goodies in it including three Life Up items, two Diamonds, two Gold Frogs, a Mushroom, two Necklaces and two Gold Coins, you'll have to save every hostage along your path. Easier said than done.




But if you fail to save every hostage, then the other Secret Rooms will be unlocked in relation to how many points you've amassed during the game:

- If you've acquired less than 70,000 points, you won't get any rewards. You'll head straight for the Boss fight.
- If you've acquired between 70,000 and 100,000 points, you'll access a room where you'll be given a Dynamite Cop Costume.
- If you're good enough to score over 100,000 points during the game, you'll unlock a room holding the Rogan Outfit, as well as an Infinite Credits coin.



But first you have to reach the rooms in one piece. With no hostages to save and no alternate paths, it's up to you to survive long enough to take a stand against Goldman! Good luck!

# Path A

1. As you enter the massive building, you'll face off against three silver-colored robot Zombies. Aim swiftly and destroy them.

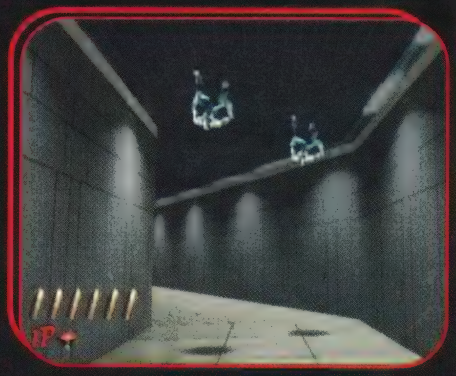
2. Continue inside the building and you'll meet up with three new Zombies that can warp around the room and launch electromagnetic boomerangs at you. Quickly dispose of them and their weapons.

3. Next, you make your way to the elevators. But once the doors open, two mean Zombies hack and slash their way out toward you. Take them down before you get hurt.

## Original Mode

Inside the elevator, shoot and retrieve the x2.0 Bullets or the Death Bullets sitting on the floor near the back.

4. You ride up to the 50th floor and exit to meet with two more sword-wielding robot Zombies. Destroy them quickly.



5. As you make your way down the long, curved hallway, you'll notice that some Zombies have begun to appear on the walls and ceiling. Shoot and destroy them before they get too close.

6. Before you can pass through the doorway at the end of the hall, take out the three Zombies that warp through the wall.

7. Dispose of the single Zombie that tries to catch you off guard, as well.

8. When you enter the first section of the Laboratory, take out the electric-sword-carrying Zombie inside.

## Original Mode

The camera will pan quickly to the corner of the room with just enough time for you to retrieve the Infinite Round clip, the Paintball Gun, or the Green Lasergun.

9. As you approach the exit into the deeper part of the Lab, take out the Zombies that emerge.

## Arcade Mode

Shoot the crate before you exit to collect the Life Up item.

10. As you make your way past the large specimen displays, you'll hear a familiar howl on the other side—Tower's back!

11. It's time to fight Tower once again, but this time the fight is a little different. The battle has only one stage and you can now shoot the center blue head's mouth.

12. Take out the side heads in the same manner you used to fight Tower the first time. When the blue head is the only one remaining, wait until it begins its attack and counterstrike with a shot into its mouth!

13. Once the fight against Tower is over, you'll exit into the next hall and meet up with three Zombies. Take them out.

14. Prepare to take out three wall-climbing robotic Zombies before they have a chance to get too close.

15. The remaining enemies consist of two Eric Zombies. Move quickly and accurately; the Boss lies just ahead!

16. But before you can head into Goldman's Office, you'll have a chance to be rewarded for your hard work.

17. Read the descriptions of the rewards in the intro text for this Chapter and you'll note that depending on how well you've done to this point, you'll be given items in any of three different Secret Rooms.

18. After this, you'll enter Goldman's Office to speak with him personally. He'll explain his motives for unleashing his experiments on the public as his way of reaching some sort of warped salvation.

19. Once the conversation is over, though, it's time to face the end Boss of the game: the Emperor!

# Chapter Six Boss: Emperor

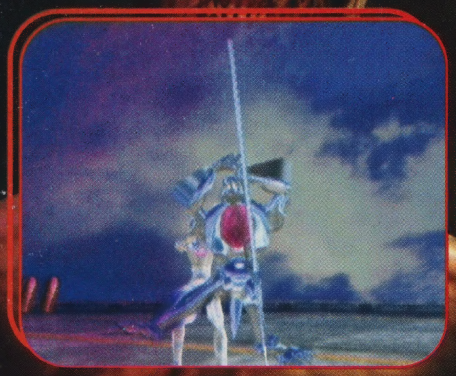
**Prepare yourself for the final battle! This one is long and tough, just like an end Boss should be. The fight consists of several different phases, with Emperor shifting between different forms that mimic each of the various bosses that you've fought throughout the game. During the entire**

battle, keep in mind that its weak point is its pink core, which floats around in the center of its silver-colored jelly-like body. No matter what form it takes, always aim for the core: when you make a hit, the Boss' entire body will turn red for an instant to indicate that you've inflicted some damage. The Boss' different forms will not appear in a particular order, so you must be prepared to fight against all forms whenever they appear.

Its main attack is to launch several cylindrical silver balls in your direction. Shoot each one with a single shot to destroy them, then aim for the Boss' weak point. It will then begin cycling through the different forms in an attempt to confuse you.

When it launches a small jelly-like demon from its body, aim for the core within the demon to destroy it. Just like Judgment, you'll have to avoid getting hit by the bigger monster by hitting the small flying demon.

In between its various forms, the Emperor changes back to its original shape and fires more silver spheres at you. Repeat the procedure to clear the spheres and hit the Emperor with your bullets.



When it changes into a form of Hierophant, it will leap high in the sky with its spear to skewer you. Aim for the pink core in its chest and deflect its aim in order to do some damage. Repeat this until you fight against Emperor's main form once again.

The entire fight will have you revisit the Tower boss, as well. Aim for the mouth of the creature to hit the pink core and knock it backward. Do this until the Emperor changes form again.

Then it's time to duel Strength! Knock it in the head to do a little damage, and keep firing at the Emperor in the meanwhile. When Strength is defeated, you'll battle against the updated form of the Magician. This attack consists of the Emperor forming a sword with its arm and zeroing in on you for a hit. Keep firing at its pink core to knock it back.

Keep up your patterns and always keep an eye out for what form the Boss will take. If you recognize the form in time and answer back with the appropriate counterattack, you'll be able to slowly whittle down the Emperor's health meter until it's all gone. Once you've defeated the Emperor, you will have beaten the game!

Congratulations and enjoy the ending cinema!

$0.01
HOUSE OF DEAD
HB
1717073

# THE HOUSE OF THE DEAD 2

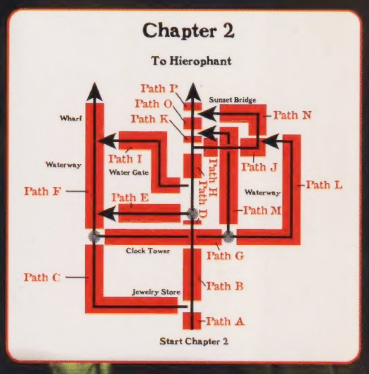
OFFICIAL STRATEGY GUIDE

## Pack Your Six-Shooter. The Zombies Are Back!

**As an expertly trained special agent, your mission is to wipe out the zombie menace and stop Dr. Curien's successor from carrying out his evil plans. You're about to experience enough in-your-face, bloody mayhem to leave your toes curled and hair raised.**

## Proceed If You Dare

- Comprehensive Walkthrough leads you through each grisly chapter, all the way to Goldman!
- Plot Maps and Diagrams guide you through every possible game path!




- Expert Tactics for fighting every mangled monster, ghastly ghoul, and crazed corpse!

- Plus, Complete Boss-Fighting Strategy—Every Level, Every Boss!

SEGA™
www.sega.com

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

InformIT
www.informit.com

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and The House of the Dead are either registered trademarks or trademarks of Sega Enterprises, Ltd. ©SEGA ENTERPRISES, LTD., 1999. All Rights Reserved. Sega of America, P.O. Box 7639, San Francisco, CA 94120-7639.

$12.99 USA/$18.95 CAN/£11.50 Net UK

ISBN 1-56686-946-3

7 52073 86946 5

9 781566 869461 91299